



GUILTY GEAR CODEX

GUILTY GEAR

CODEx

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SOL BADGUY

THE FLAME OF CORRUPTION WHO
LIVES TO DESTROY ALL GEARS

PROFILE

Height: 184 cm
Weight: 74 kg
Origin: America
Cares About: Queen's "Sheer Heart Attack" album
Interests: Listening to Queen
Birthday: Unknown
Dislikes: Effort, Trying Hard
Voiced by: Daisuke Ishiwatari, Hikaru Hanada (Drama CD, Console ver. "GG X2" Story Mode), Jouji Nakata (Console ver. "GG XX ACORE" Story Mode, "GG 2")



GG Xrd



GG XX ACORE PLUS



GG 2



GG XX ACORE PLUS

FREE

STORY

Pre-"GG" to "GG"

Sol was once a scientist working in an American magical research laboratory, but his colleague—now known as That Man—turned him into a prototype Gear. This was when he changed his name from Frederick to Sol, and began his journey of revenge against That Man. Many years later he joined the Sacred Order of Holy Knights. After some time among their number, he stole the Fireseal sword and went into hiding. For reasons known only to him, however, he chose to reappear by entering the recruitment tournament for the Second Holy Order.

"X"

After destroying Justice during the aforementioned tournament, Sol once again abandoned the limelight and turned to bounty hunting to pass the time and pay the bills—until he heard rumors about the Gear "Dizzy." After traveling to Nation A to find and defeat her, he stopped short of delivering the final killing blow and instead turned and disappeared once again.

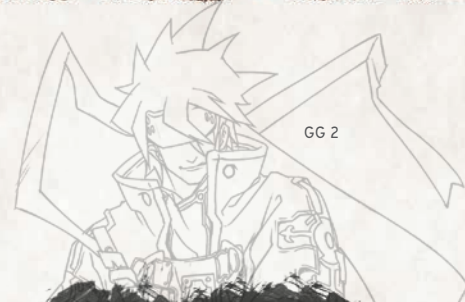
"XX"

Following his defeat of Dizzy, Sol wandered the Earth in search of That Man, but to no avail. As Ky began preparations for the founding of the kingdom of Illyria, Sol agreed to take his rival's son, under his wing.

"2"

Sol finds himself swept up in world events once again, after Gears begin to disappear across the world—strange things are afoot in Illyria. It is there that Sol finally discovers the existence of the Backyard and comes into conflict with the creature known as Valentine—and finds himself once more a tool of That Man. He defeats Valentine, and escapes his nemesis's influence a little wiser. Somehow, the Backyard is related to That Man's plans for the world...whatever they are.

Rock You



GG 2

FURTHER INFORMATION

GEAR: The ultimate biological weapon, created by implanting Gear cells into existing creatures. Under Justice's command all GEARS turned on humanity, but as Sol was created before Justice, he was able to resist her influence. The Gear power within Sol's body is known as "Dragon Install," and is unique among Gears, though it seems to be eating away at him.

FIRESEAL: One of the sacred treasures, several of which are held by the United Nations. Once the pride of the Holy Order, until Sol stole it upon his departure. Originally part of the Outrage—an anti-Gear weapon created by Sol himself, but later split into several pieces, as people were unable to use it.

THAT MAN: A colleague of Sol's during his time as a scientist, and the creator of the Gears. His appearances in the story until Guilty Gear 2 were minimal, as he was rejuvenating himself for more than 150 years, and working on a massive, mysterious project.

ARIA: Another of Sol's colleagues, and his lover. Her current whereabouts are unknown, but for some reason Valentine looks exactly like her.

KY KISKE

A YOUNG SWORDSMAN OF PRODIGIOUS SKILL WHO TEETERS ON THE DIVIDE BETWEEN HUMAN AND GEAR

PROFILE

Height: 178 cm
Weight: 58 kg
Origin: France
Cares About: Dizzy/Sin. Folks who smile
Interests: His teacup collection
Birthday: November 20
Dislikes: His weak heart
Voiced by: Takeshi Kusao



GG Xrd



GG XX ACORE PLUS



GG 2



GG Xrd

STORY

Pre-“GG” to “GG”

During the Crusades—the brutal war between humans and Gears—Ky was appointed commander of the Sacred Order of Holy Knights at the young age of 16. His mandate: Protect humanity. When the war ended he joined the International Police Force, feeling that was the most effective way to keep humankind safe, and bring what he felt was justice to the world. Something about the Second Holy Order recruitment tournament, however, sets him on edge, and he decides to enter it himself.

“X”

Justice's last words strike a blow against Ky's beliefs that leave him reeling—had his actions been truly just? Even as he struggles with these internal quandaries, Ky rededicates himself to the protection of humanity and picks up his sword once again. Upon hearing rumors of active Gears in Nation A, he hurries there in pursuit, hoping the battle will give him some insight into the truth of justice. In the end, however, he is defeated by Dizzy in the forest of demons.

“XX”

Defeat was apparently the way to Ky's heart, as he and Dizzy quickly grew close. Half of his time is spent in blissful reverie with her, while the other half is spent traveling the world as one of the top commanders of the International Police Force. For reasons of their own the United Nations pressures Ky to run for King of Illyria, which he reluctantly agrees to do.

“2”

Ky wins his election and find himself one of the kings of Illyria, but no sooner has he taken the throne than he find his new home under attack by Valentine, and in the ensuing conflict he is sealed away from the world. Despite his love for his de facto wife the “Maiden of the Grove” and his son, Sin, who is also a gear, Ky is tormented by what he perceives to be an irreconcilable schism between his actions and his sense of justice. His imprisonment is lifted by Sol, and with the help of Dr. Paradigm he beings to lay the groundwork for a world where humans and Gears can co-exist.



GG Xrd

FURTHER INFORMATION

SACRED ORDER OF HOLY KNIGHTS:

An organization made up of people with special gifts, they were humankind's last hope against the onslaught of the Gears. Ky succeeded Kliff, the first commander of the Order, and led them to victory over the Gears. In one of the drama CD episodes, there is a “What If” story in which Ky dies before taking command, and the Holy Order disintegrates without his leadership.

SOL: Ky's rival since they served together in the Holy Order. Their personalities always grated on one another, but Sol's theft of the Fireseal was the final straw. They fought many times, but during the events of Guilty Gear 2, they began to understand and trust one another.

THUNDERSEAL: One of the sacred treasures, several of which are held by the United Nations. It contains the power of lightning. Ky is adept at controlling other elemental magics as well, but he feels there is a certain beauty in lightning, as it is notoriously difficult to control. Ky uses the power of the Thunderseal in Guilty Gear 2 to freeze the Maiden of the Grove, consuming its power in the process.

THE MAIDEN OF THE GROVE: Only a few even know of her existence, but she is—in every real way—the wife of King Ky. She is a Gear, and somehow connected to Justice, but nothing else is known about her at this point.



GG Xrd

PROFILE

Height: 158 cm

Weight: 49 kg

Origin: Japan(?)

Cares About: Johnny

Interests: Thinking about Johnny

Birthday: May 5 (Day of Adoption)

Dislikes: Bald People

Voiced by: Satomi Koorogi

MAY

A GIRL WITH INCREDIBLE STRENGTH WHO LOVES
JOHNNY AND HER ADOPTIVE FAMILY

STORY

Pre-"GG" to "GG"

She lost her home—Japan—and parents when she was young, but was soon rescued by Johnny, a chivalrous pirate. Since she was found during the 5th month of the year, she was named May. Before long, she grows to be an integral member of the crew, and her cheerful attitude and immense strength endear her to her friends. She begins to develop romantic feelings for Johnny, but before she can act on them he is captured by the police and sent to an impenetrable prison. At the end of her rope, May decides to enter the recruitment tournament, which promises a massive reward, and the fulfillment of any request.

"X"

With Johnny successfully rescued, May goes off to sail the skies with her pirate crew. Then one day, with Johnny's birthday just around the corner, May hears that a large reward is being offered for the capture of a Gear that has appeared in Nation A. Desperate to get Johnny a present far beyond those of the rest of the crew, May heads off for Nation A, intent on collecting that bounty.

Post-"XX"

After failing to capture her bounty, May returned to the May Ship to find that the Gear she'd been searching for—Dizzy—had joined the crew in her absence, and had even become something of a mascot. Although sad at being unable to collect her reward, May contented herself with gaining a friend, who she came to see as a younger sister. Taking the innocent Gear under her wing, May showed Dizzy how to survive on a ship...and told her lots of secrets about Johnny.

KLIFF UNDERSN

THE RETIRED COMMANDER OF THE HOLY ORDER, WHO
REFUSED TO LET AGE SLOW HIM DOWN OR DULL HIS EDGE

STORY

Pre-"GG" to "GG"

As a young man Kliff was very nearly killed by a Gear, but the chance appearance of a strange man—Sol—spared him that fate. After that encounter he dedicated his life to fighting in the Crusades, and swore to protect humanity from the threat of the Gears. Years of training molded him into a peerless fighter, and with the sacred blade Dragonslayer in hand he was nigh-undefeatable as the commander of the Sacred Order of Holy Knights. In 2172, he recruited Sol into the Order, albeit only temporarily, as Sol soon fled, taking the Fireseal with him. Kliff was undeterred, and continued on as commander, forging the Order into an unstoppable fighting machine. When the Crusades finally drew to a close, Kliff retired to a quiet, peaceful home far removed from the rest of the world...until, five years later, he saw a poster announcing the Second Holy Order recruitment tournament. Realizing instantly that it was meant to bring back Justice, his old enemy from the Crusades, Kliff departed for the tournament. Once there he was surprised to encounter Testament, who he thought he'd defeated 40 years before. A warrior to the end, Kliff died in battle against Justice.

Post-"X"

He appears in the console version as a guest, but since he had passed away in the first game, his story revolved around the battle with Justice in the recruitment tournament, and the events that lead up to it.



GG XX ACORE PLUS

PROFILE

Height: 148 cm (180 cm)

Weight: 55 kg

Origin: Switzerland

Cares About: China Cups

Interests: Sailing the Seas

Birthday: September 9

Dislikes: Trendy Slang

Voiced by: Hatsuaki Yakami ("GG")
~ Console "GG X", Shigeru Sakano
(Console ver. "GG XX")

KLIFF UNDERSN

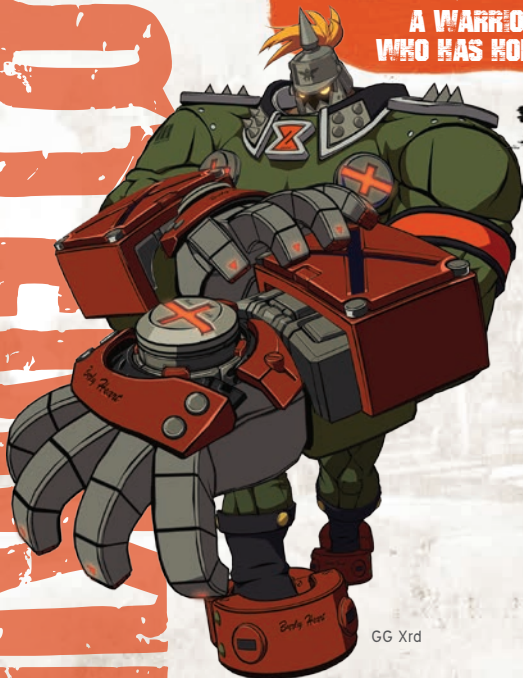


MAY



POTEMKIN

A WARRIOR LOYAL TO HIS HOMELAND,
WHO HAS HONED HIS BODY INTO A WEAPON



GG Xrd

PROFILE

Height: 258 cm

Weight: 1212 kg

Origin: The Independent Airborne State of Zepp

Cares About: A pencil case that can hold a dragon's weight

Interests: Drawing

Birthday: October 18

Dislikes: Pencil cases that can't withstand writing pressure of 4 tons or more

Voiced by: Hideyuki Abe ("GG"), Takashi Kondou (post-"GG X")

STORY

Pre-"GG" to "GG"

As one of the slave soldiers in the military empire of Zepp, most of Potemkin's life was spent in grueling labor camps. That all changed when Gabriel, a military instructor and one of Potemkin's superiors, ordered him to participate in the Holy Order recruitment tournament. Told he could win back his home without bloodshed if he won, Potemkin reluctantly entered. During the tournament, however, he learned from Gabriel that his entrance was part of a coup d'état that would bring peaceful autonomy to Zepp. His heart buoyed by this news, Potemkin performed excellently at the tournament and saw the coup through to its successful conclusion.

"X"

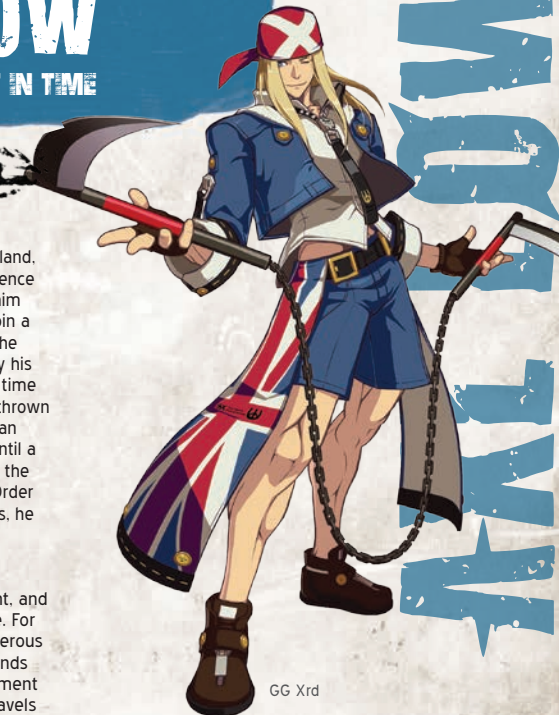
Following the revolution, Zepp became a peaceful democracy led by President Gabriel. Under his command, Potemkin works tirelessly for the public good. One day he receives a peculiar order from the president: Protect a Gear in Nation A from bounty hunters. Although Potemkin thought it odd that he should protect a wanted Gear, his duty was to his country and his President, and so he undertook the mission.

Post-"XX"

By the time Potemkin arrived in Nation A, Dizzy—the Gear he was to protect—had already been taken into custody by the Jellyfish Pirates. Gabriel ordered Potemkin to quietly leave them be and return to Zepp, a decision with which Potemkin agreed.

AXL LOW

A STREET TOUGH LOST IN TIME



GG Xrd

PROFILE

Height: 179 cm

Weight: 78 kg

Origin: England

Cares About: Megumi, his girlfriend back in his original era

Interests: Billiards, collecting historical maps

Birthday: December 25

Dislikes: Sermonizing, death

Voiced by: Keiichi Nanba

STORY

Pre-"GG" to "GG"

Axl was born and raised in 20th century England, and grew up watching the endless gang violence in his city claim life after life. This instills in him a strong hatred of death and drives him to join a gang himself. Using his unusual innate skills he rises to leadership of his gang and eventually his entire city—all without a single death. Some time after his bloodless victory, Axl finds himself thrown 200 years into the future for no reason he can discern. He travels aimlessly for two years until a fortune-teller informs him that he might find the solution to his problem at the Second Holy Order recruitment tournament. Asking no questions, he makes his way there as quickly as possible.

"X"

Axl fails to learn anything at the tournament, and once again finds himself flung through time. For three years he slips back and forth, to numerous different time periods, until eventually he finds himself in a time one year after the recruitment tournament. Information gathered on his travels had led him to believe it is the individual known as That Man—a man who shows up in every time period Axl visits—who might hold the key to his eventual return. Sensing That Man behind the bounty hunt in Nation A, Axl sets off in search of him.

Post-"XX"

After Dizzy is taken by the pirates and the bounty is paid to Jam, Axl continues his search, gathering hints that might eventually lead him to That Man. When he meets I-No, he acts as though this isn't the first time they've encountered one another.



GG Xrd

PROFILE

Height: 181 cm
Weight: 68 kg
Origin: Assassin (Spain)
Cares About: Pride (pre-resurrection), Millia
Interests: Floristry (pre-resurrection)
Birthday: January 28
Dislikes: Women, Millia (pre-resurrection)
Voiced by: Kaneto Shiozawa ("GG", "GG X"),
 Takehito Koyasu ("GG XX")

ZATO-ONE (EDDIE)

10

ZATO-ONE (EDDIE)

A MAN TORN BETWEEN LOVE AND HATE,
 INFESTED WITH A MONSTER THAT SEEKS THE
 MEANING OF LIFE

STORY

Pre-"GG" to "GG"

Zato despised his own powerlessness as a foot-soldier in the assassin's guild, and it was that frustration that cause him to seek out and acquire the forbidden spell known as the Life-Eating Shadow—the fifth technique of Hell's Fall. In exchange for his eyesight, he gains the ability to control his shadow as if it were matter, and to detect the presence of people around him. With his newfound power he quickly climbs to the top of the Assassin's Guild, but is captured and imprisoned after Millia's betrayal. With Testament's assistance, he escapes and makes for the recruitment tournament. His only goal: Revenge.

"X"

In the tournament's decisive battle, Zato pushes his shadow power to its limit, and Eddie—the personality taken on by his shadow—takes control of his body. In time, Eddie gains a consciousness of his own, and even develops nearly human emotions. At some point during his travels, he learns that he was created to be a weapon. Although Eddie finds some comfort in this explanation for his destructive impulses, the knowledge that he was created to be a tool of violence makes him feel isolated and alone. To fill this emotional void, Eddie begins to search for someone, anyone, who can relate to him. Sensing the existence of just such a creature in Nation A, he makes his way to the forest of demons.

Post-"XX"

Following his adventures in the forest of demons, Eddie discovers that Zato's body is weakening physically and mentally, and is very close to ceasing to function all together—which would mean the end for them both. Desperate to make sure the world remembers him, and equally desperate for a new host, Eddie sets off to wander the battlefields of the world. What happened to him after that is unknown.

CHIPP ZANUFF

A FORMER STREET KID WHO WON'T GIVE UP
 UNTIL HE BECOMES PRESIDENT

STORY

Pre-"GG" to "GG"

Born into the slums of Nation A, Chipp spent his early years selling drugs for the mafia, but found himself unable to resist the temptation of his own product. His bosses took a dim view of one of their men picking their pockets and sent a man named Tsuyoshi to kill Chipp. For reasons known only to him, Tsuyoshi chose instead to train Chipp in the way of the ninja, and help the struggling young man pull his life back together. No one can get away with double-crossing the mob forever, unfortunately, and it wasn't long before their assassins caught up with Tsuyoshi and killed him. Chipp swore revenge, but quickly realized just how difficult it was for a single individual to change a massive organization. Therefore, he figured, the only way was to become the leader of an even larger organization—like a president. Once he learned that the Second Holy Order recruitment tournament would give the winner whatever they wanted, even leadership of an entire country, he vowed to participate—and win.

"X"

His inability to reach the final battle of the tournament made Chipp painfully aware of his own strength, or lack thereof, and he threw himself into his training. When he learned that even Justice, a Gear, had tried to ask for help, he began to question just what it means to lend a "helping hand." It was as these thoughts were coursing through his mind that he heard of the bounty placed on a Gear in Nation A that didn't hurt people. There was no question: He would be going to Nation A to investigate.

Post-"XX"

Once Dizzy was safely protected, Chipp departed once again to travel the world and train. He had not forgotten his dream, not by a long shot, but there are many paths to the presidency...



GG Xrd

PROFILE

Height: 183 cm
Weight: 67 kg
Origin: Claims he is from Japan (America)
Cares About: Friends, glasses,
 the necktie and fountain pen he plans to buy
Interests: Daydreaming about presidential power
Birthday: February 9
Dislikes: Nightmares, Mafia, Gang, Yakuza
Voiced by: Takuya Morifuji ("GG"),
 Gaku Miura ("GG X", "GG XX"),
 Yoshihisa Kawahara (GGXrd)

CHIPP ZANUFF

11

DR. BALDHEAD



GG 1

DR. BALDHEAD

A TALENTED SURGEON
DRIVEN TO MADNESS BY TRAGEDY

STORY

Pre-“GG” to “GG”

As a talented surgeon with a kind heart, Dr. Baldhead was often called the world's greatest doctor...until that fateful day that a medical error caused the death of a girl who was only mildly ill. Grief and regret drove him completely insane, and his kindness and skill were warped and turned to evil ends: Instead of a doctor, he was now a serial murderer. His many brutal crimes eventually saw him arrested and imprisoned. He didn't spend much time locked up, however, as Testament appeared and released Dr. Baldhead into the recruitment tournament. During the tournament he managed to regain his memories and personality—and was subsequently overwhelmed with regret. He left the tournament with purpose, almost as if guided by something, and was never heard from again.

PROFILE

Height: 282 cm
Weight: 55 kg
Origin: China
Cares About: Scalpel
Interests: Surgery
Birthday: August 21
Dislikes: Cancer cells
Voiced by: Kaneto Shiozawa (“GG”),
Takashi Kondou (“GG X” Drama CD)

MILLIA RAGE

A FEMALE ASSASSIN BOUND BY
THE VILE CHAINS OF LOVE

STORY

Pre-“GG” to “GG”

After losing her parents in the Crusades, Millia was taken in by the Assassin's Guild and Zato. She was given a Forbidden Curse—Angra, the sixth technique of Hell's Fall—which gave her magical control over her hair. Extensive training honed her into a deadly weapon, but during her first mission she abandoned Zato and her other team members and ran away. As a result, Zato was arrested. Millia kept running, killing assassins as they were sent after her, until she learned that Zato was attempting to pursue his revenge on her by joining the recruitment tournament. Tired of running, Millia entered the tournament herself, hoping to finally put an end to Zato.

“X”

Eddie's rampage effectively killed Zato, thereby indirectly giving Millia what she'd entered the tournament to get. In the days and weeks afterward, however, she couldn't shake a feeling of guilt for setting Zato, her former teacher and friend, on a path of destruction—only made worse by the worry that Zato and Eddie might some day reappear to kill her. Determined to put both these worries to rest, Millia resolved to find Zato...and eliminate him.

Post-“XX”

During the course of the events surrounding the bounty on Dizzy, Millia discovered that Eddie's control over Zato had returned the beast's host to a death-like state, both physically and mentally. How this will affect her has not yet been revealed.



GG Xrd

PROFILE

Height: 169 cm
Weight: 48 kg
Origin: Assassin (Russia)
Cares About: Chastity
Interests: Chasing cats
Birthday: Unknown, as she is an orphan
Dislikes: Zato, loose hair
Voiced by: Yuko Sumitomo



GG XX ACORE PLUS

PROFILE

Height: 185 cm**Weight:** 73 kg**Origin:** Switzerland**Cares About:** Kliff Undersn (deceased), Potatoes**Interests:** Slaughter, playing with kids ("GG"), thinking (post-"GG X")**Birthday:** May 9**Dislikes:** Saito-style Ancient Martial Arts, memories ("GG"), Sol, Saito-style Ancient Martial Arts (post-"GG X")**Voiced by:** Takami (Akkun) ("GG"), Katsuraki Kobayashi (post-"GG X")

TESTAMENT

A LONELY GRIM REAPER WHO KEEPS A SECRET LOVE LOCKED AWAY IN HIS HEART

STORY

Pre-"GG" to "GG"

When Testament was a child, he was adopted by Kliff, leader of the Order. In an attempt to repay his adoptive father's kindness, he enlisted in the Sacred Order of Holy Knights with a mind to become Kliff's eventual successor. During an early mission, however, he became involved with a secret governmental project, and ultimately found himself transformed into a Gear. He was able to retain his mind and spirit, but was unable to resist Justice's mandate to destroy all of humankind. That command sends him on a murderous rampage, and only Kliff was finally able to stop him. After forty years, Testament returned, this time working behind the scenes at the recruitment tournament in an effort to gather enough energy to revive Justice...an effort which succeeded.

"X"

Following Justice's death, Testament is released from her control and regains his original personality, but the memories of what he's done drive him nearly mad with guilt. Desperate and suicidal, he chances upon Dizzy in the forest of demons. As bounty hunters begin to appear in search of her, Testament decides to take up his scythe once again, to protect the one person who can give him comfort: Dizzy.

"XX"

Testament had spent much of his time and effort protecting Dizzy, but when she decided to go with the Jellyfish Pirates, he trusted Johnny and his crew well enough to give her up. Occasionally he will still come to visit and see how she's doing, but for the most part Testament now lives a quiet, solitary life deep in the forest of demons.

JUSTICE

A GOD OF WAR BUILT BY HUMANKIND WHO TURNED HER SWORD AGAINST HER CREATORS

STORY

Pre-"GG" to "GG"

The first perfected fully-autonomous human-based Gear, created by That Man. It was designed to be the ideal weapon, with the ability to command all other Gears as an army that could destroy any nation, but it was too intelligent. It escaped its creators and led a Gear rebellion against humankind—the Holy War, also known as the Crusades. In battle against Sol at the conclusion of the war, Justice foolishly lowered her guard and was trapped in a dimensional prison, bringing an end to the conflict. Unbeknownst to the rest of the world, however, Testament began working in secret to bring Justice back, culminating with the Second Holy Order recruitment tournament. Justice was revived, and defeated Kliff in open combat. Her triumph was short-lived, however, as Sol released the true power he kept restrained and destroyed her utterly. After uttering a few mysterious last words, Justice was no more.

Post-"X"

Justice appears as a guest character in the console version during episodes set in the past. During one of the "What-If" stories, copies of Justice are made, but according to canon there have been no other Justice-type Gears.



GG XX ACORE PLUS

PROFILE

Height: 232 cm**Weight:** 221 kg**Origin:** Unknown**Cares About:** Self**Interests:** Sleep**Birthday:** September 2**Dislikes:** Humans**Voiced by:** Takuya Morifuji ("GG"); Wakana Sakuraba (formerly Yumiko Ogawa) ("GG XX")

BAIKEN

A ONEARMED SWORDSWOMAN
CONSUMED BY REVENGE



GG XX ACORE PLUS

PROFILE

Height: 162 cm
Weight: 45 kg
Origin: Japan, before it was destroyed
Cares About: Sake Bottle
Interests: Sake
Birthday: March 5 (tentative)
Dislikes: Tanuki Statues
Voiced by: Satomi Koorogi ("GG"),
 Miho Sudo ("GG X", "GG XX SLASH")
 Chizu Yonemoto ("GG XX ACCENT CORE PLUS")

STORY

Pre-"GG" to "GG"

Baiken watched her friends and family slaughtered by Gears as a man surrounded by flames stared straight at her. When she learned he was none other than That Man, she swore revenge and left her life behind to walk the path toward Hell. Her lust for vengeance eventually took her to the Second Holy Order recruitment tournament.

"X"

Uninterested in the events that followed the tournament or the Gear bounty in Nation A, Baiken instead continued to wander the world, looking for That Man and defeating anyone who stood in her way. Hatred was her only motivation, but it was laser-focused: Anyone not connected to That Man was of no interest to her.

Post-"XX"

Mostly unchanged from Guilty Gear X, Baiken shows no fear—even in the face of inhuman opponents like Slayer and Zappa. In the "What-If" stories on the console version, one details a final fight between her and That Man, and another describes how vengeance eventually drove her mad, but according to canon her whereabouts after XX are unknown.

FAUST

AN UNDERGROUND DOCTOR WHO TRAVELS
THE WORLD HELPING OTHERS



GG Xrd

STORY

"X"

He was once called the best doctor in the world, but after a mistake caused the death of a girl, he fell into madness and became a monstrous serial killer. In time his mind returned, but when it did he found himself wracked with grief over the things he'd done. He contemplated taking his own life in an attempt at atonement, but in his heart he knew that his own death would solve nothing, and so chose to live. Everything changed, however, when he learned that his so-called mistake had actually been orchestrated as part of a conspiracy against him. Determined to reveal the truth and bring his tragedy to an end, Faust set off, healing the sick as he went and searching for the truth behind his fall from grace.

Post-"XX"

Faust's journey of redemption has yet to reach its conclusion, but his other efforts have born fruit: He can now claim friendly relationships with many of the other characters. Even Ky, ever the straight arrow, seems to trust him. In Faust's "What-If" story, he is shown getting closer to the truth behind the conspiracy, but whether or not that reflects canon developments is unclear. In a short story about Ky included in the Guilty Gear 2 design documents, a doctor—one of the few people Ky trusts—appears to assist the Maiden of the Grove in giving birth, an event which no normal doctor would be able to handle.

PROFILE

Height: 282 cm
Weight: 55 kg
Origin: Unknown
Cares About: None. Believes "likes" are unhealthy
Interests: Collecting brown paper bags
Birthday: Unknown
Dislikes: People who fall for traps
Voiced by: Takashi Kondou



GG XX ACORE PLUS

PROFILE

Height: 163 cm
Weight: Unknown
Origin: China
Cares About: Her kitchen, youth, beautiful young men
Interests: Cooking, observing, researching
Birthday: February 8
Dislikes: Men who can't make decisions, ignorance
Voiced by: Manami Komori

JAM KURADOBERI

OWNER-TO-BE OF A HUGE RESTAURANT,
 LOVER OF MONEY AND ATTRACTIVE MEN

STORY

"X"

The Chinese food industry is dominated by two titans: Hyuma emphasizes their love for good food, while Hanagata focuses on getting the best flavors from the highest-quality ingredients. As an apprentice cook, however, Jam didn't care for either approach. To her, the process and ingredients mean nothing so long as anyone who eats the resulting dish thinks that it tastes good. If she was going to show the world the value of her approach, however, Jam needed a restaurant of her own. As she was in the middle of brainstorming ways to acquire the necessary funds, she heard about the massive bounty on a Gear in Nation A, and immediately set off to claim it.

Post-"XX"

After Dizzy was defeated by Sol and placed under the care of Johnny and his Jellyfish Pirates, Jam concocted a story about how she'd blown Dizzy into pieces that was apparently convincing enough to get her the bounty money. With it, she was finally able to open up her own restaurant, but in one of the console "What-If" stories, it's burned down by Robo-Ky. In another story, she tried to recruit Ky and Bridget to work for her, indicating that—if nothing else—she still knows how to dream big. What she's up to during the timeline of Guilty Gear 2 is unknown.

JOHNNY

A HANDSOME MAN WHO CARES ABOUT
 TWO THINGS: STYLE, AND FRIENDSHIP

STORY

"X"

When Johnny was only 13, his father was killed by a Gear, leaving him an orphan of the Crusades. He'd never been particularly outgoing, but the loss of his father caused him to withdraw even further into himself. After realizing that he wasn't the only person to suffer loss, and that no one should have to live on their own without emotional support, he began calling himself a pirate, and offered the same affection and support to others that his father had given him. The government caught up to him, and he was sent to prison, but escaped in order to save May during the Second Sacred Order of Holy Knights recruitment tournament. Following the tournament, he learned of the bounty for a Gear in Nation A that didn't hurt people, and immediately set out to find her—perhaps she was one of the people he had dedicated his life to helping.

Post-"XX"

Johnny offered his hospitality and friendship to Dizzy without reserve, seeing in her a loneliness he recognized. Having Dizzy on their crew did little to change the lives of the Jellyfish Pirates... except for Johnny. May spent every spare moment whispering his secrets to Dizzy, and although he acts unconcerned about her knowledge of his weaknesses, it has given him at least a little cause for concern.



GG XX ACORE PLUS

PROFILE

Height: 184 cm
Weight: 72 kg
Origin: America
Cares About: His secret guitar collection
Interests: Finding good women
Birthday: October 24
Dislikes: People who don't get jokes
Voiced by: Norio Wakamoto

JOHNNY



GG XX ACORE PLUS

PROFILE

Height: 183 cm
Weight: 68 kg
Origin: Japan before it was destroyed
Cares About: His beliefs, freedom
Interests: Sports that require vigorous physical activity, traveling
Birthday: January 1
Dislikes: Perversity, quibbling
Voiced by: Toru Igarashi

ANJI MITO

A JAPANESE MAN WHO FLUTTERS AND DANCES THROUGH AN ERA OF TURMOIL

STORY

"X"

Anji is of pure Japanese descent—a rarity in the time Guilty Gear takes place. Japan was Justice's first target, reportedly because the Japanese people had a higher than normal probability of developing powerful abilities. For this reason they are protected, even after Justice's defeat, by a world-wide conservation movement—or perhaps more accurately, they are forced to live under the "protection" of the world's governments, which places many restrictions on what they can do and where they can live. Many have accepted this, but Anji chose freedom. He lies about his race so that he can travel the world in search of That Man, who Anji believes created the Gear army that destroyed Japan. He's not interested in revenge, however: He only wants to meet That Man to satisfy his curiosity.

Post-"XX"

Even with all his searching for That Man turning up nothing, Anji refuses to give up. In conversations with other characters, he often displays a cheerful, light-hearted personality. During one of the "What-If" stories in the console version, he defeats I-No and finally meets That Man. He is able to discuss his Gear theory with their creator, thereby achieving his long-held goal. Later, he is shown helping to advance That Man's plans, but whether this is canon or not is unclear. Nothing has been said about his whereabouts during the period of Guilty Gear 2.

VENOM

A LOST SOUL WHO HAS DEVOTED HIMSELF TO MAINTAINING THE GUILD, IN MEMORY OF HIS LATE MASTER

STORY

"X"

As an orphan Venom was picked up by the Assassin's Guild, and before long he became a member, though his delicate personality prevented him from becoming a successful assassin. Eventually, the Guild determined that he was useless and needed to be disposed of, but when Zato took control of the Guild, Venom's skills were discovered and his fate changed drastically. In an attempt to show his gratitude to Zato, he swore absolute loyalty to him. After the end of the recruitment tournament, however, the Guild suddenly stopped receiving messages from Zato, who had been sending orders from prison. His sudden silence led to unpleasant rumors. Then, one day, Venom heard that someone matching Zato's description had been sighted.

Post-"X"

During his travels, Venom eventually learns the cruel truth: Eddie has taken control of Zato's mind and body. With this revelation the Guild grows even more fragmented, and even Slayer—the original founder of the Guild—decides that things have gone too far, and begins to work toward dissolving the organization. Venom manages to overcome Zato's death, however, and makes the solemn decision to lead the guild in Zato's absence. With his leadership and guidance, they manage to survive.



GG Xrd

PROFILE

Height: 179 cm
Weight: 66 kg
Origin: Assassin (England)
Cares About: Zato, compassion
Interests: Reading, chess
Birthday: Unknown, orphaned
Dislikes: Blood, Zato's enemies
Voiced by: Mikio Yaeda ("GG X"-"GG XX SLASH")
 Junichi Suwabe ("GG XX ACORE PLUS")



GG XX ACORE PLUS

PROFILE

Height: 167 cm
Weight: 56 kg
Origin: Unknown
Cares About: Her foster parents, animals of the forest
Interests: Grooming her feathers
Birthday: December 25 (tentative)
Dislikes: Poachers
Voiced by: Kazue Fujita

DIZZY

A GIRL WITH A CURSED DESTINY WHO REFUSES TO GIVE UP HOPE

STORY

"X"

When Dizzy was abandoned in a small village, she looked like any other human child. An old couple with no other relations took her in, but the preternaturally fast development of both her body and mind soon cause the villagers to look at her in fear. When she grew wings and a tail, it became clear that she was a Gear. The rest of the village wanted to kill her, but the couple who had become her adoptive parents instead hid her in the forest of demons—a part of the forest humans stayed far away from. There she stayed until she was three years old—although she looked much more like she was in her late teens. Unfortunately it was around this time that humans finally discovered her hiding place, forcing her to fight off bounty hunters—though she refused to hurt them. Even with Testament's help, Dizzy began to feel that she was nearing the end of her rope. Then, one day, she was defeated by a man named Sol Badguy, and instead of killing her he simply turned and walked away.

Post-"XX"

After her defeat at Sol's hands, she was welcomed into the Jellyfish Pirates, and spent her days running errands, cooking, and doing chores. Her new friends struggled to understand who and what she was, and although things weren't always good, on the whole Dizzy was happy. One of the people she grew closest to was Ky, and in time their relationship overcame the difference between species and became a much more intimate one.

SLAYER

A VAMPIRE WHO WATCHES THE WORLD, AND SEES SOMETHING VERY DIFFERENT THAN THAT MAN

STORY

"XX"

A vampire from a long line of the same, Slayer has lived in the shadows and margins of history for hundreds of years. Vampires are supernatural creatures of the universe's creation, unlike man-made Gears, but their fighting capabilities are similar and far beyond what a human can boast. They require human blood to survive, however, and are not numerous, which prevented them from ever declaring open war on humankind. As Slayer's fellow vampires began to die off, he founded the Assassin's Guild and became its leader. He concealed his true nature and used his position in the Guild to obtain the blood he required, thereby becoming the last surviving member of his race.

When it was originally established the Guild was almost like an imitation of Robin Hood's Merry Men, but as it grew in size that spirit was lost. Slayer was not a controlling person by nature, and without a strong guiding influence the Guild eventually became a more serious criminal enterprise. One day Slayer met Sharon, an ageless, deathless creature who refused to become a vampire after her blood was taken. He became hopelessly enamored and left the Guild to spend his lengthy life with her. Many years later, the Guild lost Zato and came to Slayer asking for help—the organization was quickly falling apart. Though he felt little affection for what the Guild had turned into, he did feel a certain sense of responsibility. With that grim thought in mind, he set out to put an end to what he had started.



GG Xrd

PROFILE

Height: 185 cm
Weight: 70 kg
Origin: Transylvania
Cares About: Sharon
Interests: Haiku, games, people-watching
Birthday: October 31
Dislikes: Humans who don't have dreams
Voiced by: Iemasa Kayumi

I-NO



GG Xrd

I-NO

A BEAUTIFUL VILLAIN WHO PLAYS
WITH THE WORLD JUST TO KILL TIME

STORY

"XX"

I-No's true identity is unknown. She is one of That Man's three top agents, but it's unlikely she's sworn loyalty to him, or anything like that. She only does what he wants because the world seems more interesting with him around. Her every word and action bursts with sex, and she takes every opportunity to be wicked and cruel. On the inside, however, she thinks of all humans—apart from herself—as cattle. She was born with the ability to move freely across time, so she sees everyone else as below her, making her essentially incapable of understanding the pain or suffering of others. She usually hides her true self, but under enough pressure it will rise to the surface—usually along with brutal and overwhelming violence. At the moment, she is working to eliminate anyone who might interfere with That Man's project. She just decided, on a whim, that she wanted to get rid of anyone who might be a party-pooper.

PROFILE

Height: 165 cm

Weight: 46 kg

Origin: Unknown

Cares About: The first is a secret, Marlene (her guitar), youth

Interests: Anything that's fun, slang word-chain game, teasing

Birthday: November 25

Dislikes: People who can't entertain her, milk

Voiced by: Kikuko Inoue

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I-NO

ZAPPA

THREE THOUSAND LEAGUES
IN SEARCH OF FAUST

STORY

"XX"

Originally a normal, if somewhat shy, young man, when Zappa was possessed by a ghost named "S-Ko," his life got flipped—turned upside down. He would wake up with injuries and no idea how he'd gotten them, which at first he attributed to an illness. In truth it was S-Ko, who was using Zappa to bring chaos and pain to a world she resented for being happy when she was miserable and tormented. One day, Zappa heard a rumor about a doctor named Faust who was said to have the power to work miracles. This mysterious doctor seemed like the solution to Zappa's problems, but unfortunately the same rumor also said that he rarely stayed in one place for very long. Undeterred, Zappa set out to find Faust before his worst nightmare could come true: That he would die without knowing it.



GG XX ACORE PLUS

PROFILE

Height: 180 cm

Weight: 66 kg

Origin: Australia

Cares About: Charms for good health

Interests: Searching for a bride, diary

Birthday: June 15

Dislikes: Insects, crabs, anything scary

Voiced by: Yuji Ueda

ZAPPA

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BRIDGET

BRIDGET

A YOUNG STREET PERFORMER DETERMINED TO
ONE DAY BE COMPLETELY INDEPENDENT

GG XX ACORE PLUS

PROFILE

Height: 158 cm**Weight:** 50 kg**Origin:** England**Cares About:** Parents, Roger the stuffed animal, the first yo-yo his father bought him**Interests:** Yo-yo, being a man behind the scenes, napping**Birthday:** October 26**Dislikes:** Large muscles**Voiced by:** Hiroko Konishi (up to "GG XX SLASH"), Yukiko Kato ("GG XX ACORE")

Roger's Voice: Akihiro Ishihara (up to "GG XX SLASH"), Takumi Iguchiya ("GG XX ACORE")

STORY

"XX"

Bridget was born as one of two twin boys, in a village where twin sons were seen as an evil omen. The village had always demanded that one twin either be put to death or sent away. Bridget's parents couldn't bear the thought of losing one of their children, and so chose instead to hide one of their sons by raising him as a daughter. He was given the best education they could afford, and grew into a young lady of unimpeachable propriety. Bridget loved his parents, and did his utmost to keep them from worrying for him, but he could see that continuing the charade—necessary as it was—filled them with guilt. Perhaps, he thought, if I can leave the village and come back with incredible riches, then the village will see there is nothing to their superstitions, and everything will be all right. As if in answer to his prayers, soon after Bridget heard of a bounty in the forest of demons that was worth a tremendous amount of money. He wasted no time in setting out.

ROBO-KY

AN ARROGANT AND DECEITFUL
REFLECTION OF KY

STORY

"XX"

An android built in complete secrecy by a scientist from an undisclosed organization, Robo-Ky was originally created to be a weapon. He was developed using data taken from observing Ky in the Crusades and the recruitment tournament. Robo-Ky's skill in battle is impressive, but its personality leaves a great deal to be desired. Perhaps because of some magical miscalculation, it has extremely passionate emotions for a machine, and is quite self-centered. It gives lip service to its master, but clearly has no intention of following any orders. Still, it is strangely human in many ways, and has been shown to be capable of mercy. Completed just after the end of the recruitment tournament, Robo-Ky was ordered to participate in the hunt for the Gear in Nation A. This was intended to be a test of its real-world fighting prowess, but it spent so little time actually pursuing its mission that the situation with the Gear was resolved before it had a chance to do much of anything.



GG XX ACORE PLUS

PROFILE

Height: Unknown**Weight:** Unknown**Origin:** Unknown**Cares About:** Unknown**Interests:** Unknown**Birthday:** Unknown**Dislikes:** Unknown**Voiced by:** Takeshi Kusao (Dreamcast version "GG X" - "GG XX"), Yutaka Terada ("GG XX #R" - "GG XX SLASH") Takumi Inoue ("GG XX ACORE")



GG XX ACORE PLUS

PROFILE

Height: 174 cm

Weight: 34 kg

Origin: Flask

Cares About: Paracelsus, herself, key-shaped things in general, things that she thinks are "wasteful" become precious to her

Interests: World-watching, keeping a grudge list, planning the rest of her life (her plans always fail)

Birthday: Unknown

Dislikes: Humans who do "wasteful" things, any perceived rival in love, humans who aren't nice to their friends

Voiced by: Mika Takimoto

Paracelsus's Voice: Toshimichi Mori (in-game), Osamu Ryutani (drama-CD)

A.B.A

AN ARTIFICIAL LIFEFORM SEARCHING FOR HAPPINESS WITH HER BELOVED HUSBAND

STORY

"XX"

Created as the culmination of his research by a doctor who spent his entire life towards trying to make an artificial life-form. But by the time A.B.A. awakened in the research labs called the Flask, the doctor had already been taken away by the military organization that eyed him for his technological skills.

For 10 years since, she spends time alone in the Flask, separated from the outside world without any sort of interaction with others, which explains her very shy personality. But being the coward she is, she is still a quasi-life form containing an abundant amount of knowledge since birth, which makes her believe she is some type of higher form of human."

That being said, she is incomplete as a life form, and she is aware that she cannot live outside the equipped facility in the Flask. Therefore, she begins to become obsessed with "keys" which symbolizes her wanting to open a path out into a new world.

One day, as her days of escaping reality via key-collecting was reaching its limit, A.B.A. decides to go out to the outside world. During her travels, she falls in love at first sight with an enchanted axe-shaped like a key, a relic from the Crusade era. She names him Paracelsus and decides to take him with her as her husband. A.B.A. sets out on a new journey to find Paracelsus an artificial body like her own.

ORDER-SOL

THE FLAME OF CORRUPTION IN DAYS GONE BY, WITH US NOW BY THE TWISTING OF TIME

STORY

"XX"

While battling I-No and her time-warping powers, reality shifts and the player is transported to 2172 A.D., where they fight Order-Sol. This version of Sol has yet to steal the Fireseal and abandon the Holy Order, so he fights with a much more rugged, improvised weapon that is nonetheless quite effective against multiple opponents. Although he is technically a member of the Order, his missions are mostly guerrilla-style attacks.

In the early stages of the Gear project, Sol was turned into a prototype Gear by That Man. Afterward Sol swore to track him down, and was recruited into the Holy Order by Kliff. How long he remained with the Order is unclear, but it seems he took steps toward attempting to understand Ky. In the end, however, he grew tired of the Order's strict rules, and left—taking the Fireseal with him. After his crude departure, he was considered a fugitive.



GG XX ACORE PLUS

PROFILE

Height: 182 cm

Weight: 74 kg

Origin: America

Cares About: Queen's "Sheer Heart Attack" album

Interests: Listening to Queen

Birthday: Unknown

Dislikes: Effort, trying hard

Voiced by: Daisuke Ishiwatari

SIN

A YOUNG MAN WITH A SECRET, HISTORICAL BIRTH, AND SOL'S SOLE APPRENTICE



GG Xrd

STORY

"2"

The son of Ky and the Maiden of the Grove, a half-Gear woman, he is optimistic, eager, and entirely without manners or etiquette. Ever since he was taken under Sol's protection, he has been engaged in his mentor's profession of bounty hunting. In his body are Gear cells from Justice's lineage, and following Valentine's attack on Illyria, they proved useful.

PROFILE

Height: 181 cm

Weight: 73 kg

Origin: Unknown

Cares About: His overflowing desire for food, cannot say his other one

Interests: Coming up with radical adjectives, overcoming one weakness at a time

Birthday: May 31

Dislikes: People who don't overcome their weaknesses, being treated like a kid, the Illyrian Alliance

Voiced by: Issei Miyazaki

IZUNA

A RESIDENT OF THE BACKYARD WHO LOVES PEACE AND DEEP-FRIED TOFU



GG 2

STORY

"2"

A laid-back non-human whose motto is "Whatever sounds good." He believes it is more important to share the happiness than to keep it to oneself. He was born in the Backyard under interesting circumstances during Japan's Heian Era, and his personality reflects his rather long and strange life. He meets Sol and his companions while working with Dr. Paradigm to solve the problems that are plaguing both the real world and the Backyard.

PROFILE

Height: 182 cm (204 cm including his ears)

Weight: 68 kg

Origin: Unknown

Cares About: Taking it easy, friends, connections to others

Interests: Eating and comparing local fried-tofu, enka music

Birthday: August 3

Dislikes: People who are unpleasantly self-centered, people who don't take care of things, prying

Voiced by: Toru Furusawa

DR.

DR.

DR.

DR.

DR.

DR. PARADIGM

A SELF-AWARE GEAR WHO HAS DEDICATED HIS LIFE TO PROTECTING HIS INHUMAN SIBLINGS

STORY

"2"

Unlike most Gears, who seemed concerned primarily with fighting, Dr. Paradigm is very studious and well-bred. In a sense he's rather enlightened, but he is also extremely stubborn. He doesn't care for making friends, especially with humans, but he has nonetheless become the leader of a group of other self-aware Gears with nowhere else to go. He has a rare ability to execute search programs into the Backyard, and this ability pushed him into a very important role in Guilty Gear 2.

PROFILE

Height: 115 cm (142 cm wingspan)

Weight: 32 kg

Origin: America (Ohio)

Cares About: A specific philosophical ideal (the actual philosophy doesn't matter), glasses, gentlemen's underwear

Interests: Research on how to make the structural correlation chart more beautiful, converting all events into an interim informational unit, then figuring out the processing speed and memory capacity of his own brain

Birthday: Unknown

Dislikes: People without plans, the eyes of a bird-watcher, mosquitoes

Voiced by: Yuji Mikimoto

GG 2

DR. PARADIGM

VALENTINE

A MYSTERIOUS GIRL SEARCHING FOR A KEY, AND BRINGING DESTRUCTION IN HER WAKE

STORY

"2"

Valentine displays no emotions or desires, which, combined with her appearance, gives her the appearance of some sort of automaton. She was created in the Backyard by the Universal Will, and is searching for the key she needs to enter the Cube. This search is what causes Gears in the real world to begin disappearing. She is ultimately defeated by Sol, and vanishes herself. Her goals, and the reasons for her actions, remain a mystery.

PROFILE

Height: 165 cm

Weight: 45 kg

Origin: Unknown

Cares About: None

Interests: None

Birthday: Unknown

Dislikes: None

What she's aware of: Things that need to be eliminated, things that need to be retrieved

Voiced by: Chie Sawaguchi

GG 2

VALENTINE

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RAVEN

A DEATHLESS MAN WHO WORSHIPS THAT MAN
WITH THE FERVOR OF A FANATIC



GG 2

STORY

"2"

One of That Man's three lieutenants, and perhaps the most loyal. He is ageless and undying, and can regenerate his entire body, even if he is ground into dust. He is generally calm, but with a powerful masochistic streak—experiencing pain seems to cause him extreme pleasure. In Guilty Gear 2, he watched and occasionally fought Valentine, under That Man's orders, and also played a role in helping Sol and his companions defeat her.

PROFILE

Height: 181 cm
Weight: Unknown
Origin: Germany
Age: (He doesn't remember himself)
Birthday: March 28
Dislikes: Himself not being able to love anything
What he wants: Proof that he lived
Voiced by: Shigeru Sakano ("XX" series), Hiroki Yasumoto ("2")

BEDMAN

TOO BAD. GIVE UP. GOODBYE.

STORY

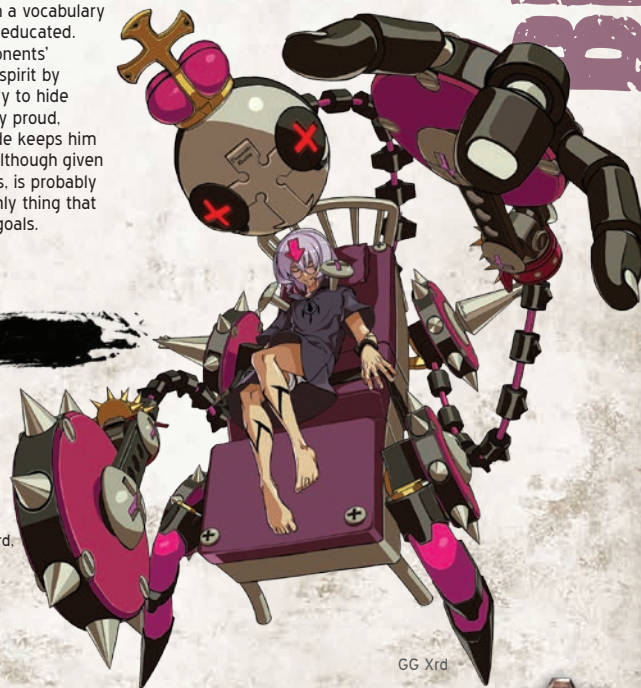
"Xrd"

Very few people know anything about Bedman's personality as he sleeps more or less all the time. It is only within the dream world does his true self manifest itself in any fashion.

Bedman is hyper-intelligent with a vocabulary that daunts even the most well-educated. He excels at identifying his opponents' weaknesses and breaking their spirit by uncovering painful truths they try to hide even from themselves. Incredibly proud, Bedman's condescending attitude keeps him from befriending most people, although given his absolute contempt for others, is probably for the best. For Bedman, the only thing that matters to him is achieving his goals.

PROFILE

Height: 156cm, 272cm incl. bed
Weight: 45kg, 666kg incl. bed
Place of Birth: Unknown
Birthday: Unknown
Hobbies: Unknown
Likes: Down pillows
Dislikes: The cry of the bulbul bird, Overly chatty people
Voiced by: Hikaru Midorikawa



GG Xrd

BEDMAN



GG Xrd

RAMLETHAL

ABANDON THE FUTURE

STORY

"Xrd"

The life forms collectively known as Valentine, which are birthed in the Backyard, are devoid of emotions. They have no values of their own, no concept of right or wrong, and neither like or dislike anything.

It is because of this that they view the orders from the one called "Mother" as absolute commands that are not to be questioned. There is no thought or affection, nor any feelings of doubt or restraint - only a machine-like obedience of carrying out a mission. A Valentine views themselves as merely a tool to be used to achieve a goal.

However, in the creature known as Ramlethal, one can detect signs of faint but undeniable emotions. Valentines in general are unable to place any kind of value on anything other than their assigned target. Without any thoughts, feelings, or desires of their own, these creatures do not possess the capacity for falsehood, making them almost naive in their honesty. However, Ramlethal is able to withhold information as well as play dumb in order to bluff her way through certain situations.

And though she is not aware of it, she has personality all her own.

PROFILE

Height: 167 cm
Weight: 52 kg
Place of Birth: Backyard
Birthday: June 3
Hobbies: None
Likes: None
Dislikes: Arthropods
Voiced by: Megumi Han
 Lucifero: Tomokazu Seki

ELPHELT

A MASTER MARKSWOMAN IN A VIRGINAL WHITE WEDDING DRESS



GG Xrd

STORY

"Xrd"

Elphelt is a big fan of nature and absolutely adores all kinds of animals. She is also a sweetheart and empathetic, and cannot stand to see others feeling lonely. Elphelt is also optimistic to a fault and firmly believes that anything can be overcome if one simply takes action. She is passionate about appearing as feminine as possible as well as willing herself to become the woman she wants to be, but her efforts often end up in vain. Finally, Elphelt is a hopeless romantic whose fantasies often cloud her judgment.

PROFILE

Height: 168 cm
Weight: <Dream> kg
Place of birth: Unknown
Birth date: December 25
Hobbies: Talking about matters of love, impersonating bush dogs
Affiliations: Unknown
Likes: Smiling, Her piggy bank shaped like a bush dog, all sorts of sweets
Dislikes: Yucky bugs in general, killing, loneliness
Voiced by: Aya Suzaki

LEO WHITEFANG



GG Xrd

PROFILE

Height: 196 cm
Weight: 83 kg
Place of birth: Germany
Birth date: July 1
Hobbies: Compiling a wholly new dictionary.
Affiliation: United Kingdoms of Illyria (Second King)
Likes: Records, Ego
Dislikes: Pickles, anyone better than him
Voiced by: Tetsu Inada

STORY

"Xrd"

His behavior and energy tends to cause those around him to see Leo as a heroic, if slightly delusional, figure, but he is also unexpectedly empathetic. He holds himself accountable for his own actions, and will go to great lengths to solve his own problems without involving others. Leo is also incredibly reliable, and will get things done, no matter how much he grouches about being forced to do so. While fairly even-tempered, he absolutely loathes losing at anything; a result of having an enormous ego. Leo has a habit of acting slightly superior, mainly to keep others from looking down on him. And while he is his own worst critic, Leo has no problems with receiving accolades for a job well done.

Leo will generally follow orders given to him, but he sees them more as guidelines rather than unquestionable rules to be obeyed. Nonetheless, he is a stickler for details and will become unreasonably stubborn if someone tries to justify their failings by pointing out a loophole in any given regulation. Leo values feelings and emotions over logic, and possesses a unique empathy that allows him to see things from multiple viewpoints.











HISTORY

The footprints of the strong who made their mark

From the first game on the PlayStation® through Guilty Gear 2, almost five years have passed inside the world of Guilty Gear. However, the story has touched on nearly 200 years of events large and small that have led the characters to where they are now. Here we will attempt to organize that history.

A.D. Event

- 1945** World War II ends. The United Nations is founded in order to ensure the safety of the world and to aid in economic and social development.
- 2010** Methods for the scientific use of magic and the unlimited use of supernatural energy are developed, and the field of magical science is established. As a result, an end to environmental destruction through the application of science and technology is declared, and the production and possession of most firearms becomes prohibited.
- 2014** Research begins on Gear cells.
- 2016** The first Gear modification experiment on a human takes place. Following the procedure, the test subject—a man named Frederick—flees.
- 2073** With the assistance of a technologically advanced country, That Man is successful in creating a pure Gear that is subservient to humans. This is said to be Justice's original body. At around the same time, Frederick develops the sacred treasures known as the Outrage.
- 2074** A self-aware gear with incredible power by the name of Justice is born. Justice is capable of controlling all other Gears, and she leads them to rise up in revolt against humankind. In response, humanity forms the Sacred Order of Holy Knights. Thus begin the Crusades, which continue for 100 years.
- 2172** Kliff Undersn recruits Sol Badguy into the Order, but Sol soon chafes under the Order's yoke, and leaves—taking the Fireseal with him.
- 2175** Humankind succeeds in sealing Justice away into a dimensional prison. The Crusades end, and the Order is disbanded.

United Nations (1945)

When World War II ended in 1945, the United Nations Charter established the eponymous organization. Its stated purpose was to keep the world safe and encourage social and economic development. Generally it is abbreviated to "UN." In the world of Guilty Gear it is an international body that wields a great deal of power, but its relationship to other countries has become somewhat hazy over the intervening years.

Theory of Magical Science (2010)

In 2010 the scientific method of interacting with magic and magical energy sources was finally developed. Much of this process was predicated on what was called the Theory of Magical Science. Since magic obsoleted most forms of technology, technology that caused environmental damage was immediately outlawed, as was the production and ownership of most firearms. In many cases the growth of magic improved the lives of people across the world, but there were, of course, those who opposed the change.

GEAR Weapons (2014)

In 2014, a research project was secretly begun. Its purpose was to investigate the possibility of implanting Gear cells into other lifeforms, thereby turning them into living weapons. Once turned into a Gear, a creature lost any capacity for rational thought or emotion, and acted purely on instinct.

Military Empire of Zepp (2073)

After declaring their massive airship a sovereign country, they proceeded to openly use firearms, science, and mechanical constructs that had been forbidden since the creation of the Theory of Magical Science. Zepp is extremely militant, but after a coup that placed Gabriel in the position of president, they are moving toward democracy.

Gabriel is something of a mystery, but he is said to be a man of vision and integrity.

A.D. Event

- 2180** With Testament's help, Justice shatters the seal of her dimensional prison and returns. The UN detected the disturbances caused by Testament's schemes, and held the recruitment tournament for the Second Sacred Order of Holy Knights, which eventually culminated in Sol Badguy's destruction of Justice.
- 2181** Anonymous reports begin to trickle in about a Gear that does not hurt people. The UN quickly announces a bounty of five million World Dollars for the destruction of this Gear. Dizzy—the Gear in question—is eventually defeated by Sol, but he does not take her life, instead allowing her to escape and find refuge with the Jellyfish pirates. With Dizzy gone, Jam Kuradoberi claims to have killed her, and receives the reward. According to official records, Dizzy is dead.
- 2183** An election is held for First King of the three kings of the United Kingdoms of Illyria. Ky Kiske is elected to the position.
- 2186** Gears suddenly begin to disappear, and the mysterious Valentine leads the Vizuel army in an attack on Illyria. Ky is taken and sealed away, but Sol comes to his rescue.

Sacred Treasures (2073)

When Outrage, the anti-Gear superweapon Sol had created, proved too much for any human to handle, Sol cut it apart, creating the eight sacred treasures. Sol's Fireseal, Ky's Thunderseal, and Anji's Zessen are the pieces that have appeared in the series so far. Flashing Fang, Ekitoku, and Kojouhaku are the only known pieces. The other two have yet to be identified.

The Appearance of a New Gear (2073)

After a 50-year hiatus, the Gear project was restarted in 2073, and quickly created the first complete Gear. It was intended to be subordinate to humankind, but was also apparently the original body of Justice.

The Beginning of the Crusades (2074)

Justice was intended to be the perfect Gear, and an obedient servant to humanity, but instead she brought destruction—just as That Man had intended. The Sacred Order of Holy Knights was formed to stand against Justice, beginning the Crusades, which would last for 100 years.

The Calamity of the Crusades and the Gear Rebellion (2175)

When Justice rose in revolt against humankind with all of Gearkind under her control, her first target was the country of Japan. The overwhelming power of Justice and her Gear army utterly decimated the island of Japan, and a portion of the Korean peninsula. Japan was targeted because the spirituality of the Japanese people has reacted in anomalous ways to supernatural energy—something which likely concerned Justice. In the Crusades that followed, much of the Eurasian continent was heavily damaged by the fighting. In 2175 Sol finally neutralized Justice, allowing her to be locked away in a dimensional prison and bringing an end to the Crusades.

Recruitment Tournament for the Second Holy Order (2180)

In 2180, Justice is freed from her prison through the machinations of another Gear known as Testament. The UN senses the disturbances Testament's scheming causes, and in response holds the Second Holy Order recruitment tournament. Justice is ultimately destroyed by Sol, but not before fatally wounding Kliff, the former commander of the Order. With Justice dead and her control gone, Testament is himself again, for the first time in decades.

THE WORLD

Its appearance and form

The world of Guilty Gear is ostensibly a far-future version of our own. Though the general layout of the planet is easy to discern, the impact of the Crusades has left deep scars upon it. Japan and part of the Korean peninsula are utterly annihilated. Eurasia saw the worst of the fighting, and suffered heavy damage. The larger effects of the war were far-reaching, and many nations have expanded, disappeared, or reorganized.

The Origin of This World

The world is based on this Earth that we currently live in, but the greatest difference is the existence of magic. Ever since the Magical Science theory was established, magic replaced our machine-based civilization being used as the everyday energy source. The world stopped utilizing all mechanical sciences and mechanized firearms that destroyed our environment. It is for this reason that even though this is our future, there is no development in machines like we're used to seeing. With this, it can also be noticed that the lifestyles of people have drastically changed as well. The only exception to this is Zepp, which was founded by people who remained fixated on our civilization built on machines.

New realms of science appear to have extended beyond just "magic," as other supernatural fields of study such as alchemy have also seen significant advancement, leading to the creation of artificial lifeforms like A.B.A. Many of the world's unique cultures have survived into the era of Guilty Gear, and can be seen in the backgrounds of some stages.

The March of Nations

Following the creation of the Theory of Magical Science in 2010, most nations were organized under the UN in an effort to strengthen ties between them. Before the Crusades began, all major national powers were members of the UN. The only exception was Zepp, as it had yet to be founded. Zepp's rejections of the rest of the world's ban on non-magical technology has given them a disproportionately strong military, however.

After the Crusades began, Japan and part of Korea were destroyed, and much of Eurasia was pounded to dust. Western Europe was a battleground as well, and the founding of the Illyrian Alliance was an attempt to restructure Europe and stabilize their strained governmental and economic apparatus. By the time of Guilty Gear 2, Illyria is the preeminent national power in Europe.

About the Backyard

A higher-order world that defines the laws of the "real" world. Sol explains it as a world that can rewrite the laws of ours however it wants. The existence of the Backyard was first speculated in the 21st century, and was part of the system that defined the five main elements of magic.

Normal people cannot enter the Backyard—the density of the information there will crush them both physically and metaphorically. That Man has developed a method that allows humans to remain in the Backyard, and it is that method that allows Sol, Dr. Paradigm, and Izuna to travel there.

In the core of the Backyard is an isolated region called the Cube, which was created by That Man, and which allows him to exert his will on the world. A key is required to enter it—a key which turns out to be the Gear cells of either the Maiden of the Grove or her son, Sin. The door, however, was destroyed by Sol in Guilty Gear 2.

Character Origins (Up to AC)

England:
Axl, Venom, Bridget

Germany:
Raven

Spain:
Zato-ONE

France:
Ky

Transylvania:
Slayer

Japan:
May, Baiken, Anji

Australia:
Zappa

Switzerland:
Kliff, Testament

Russia:
Millia

Flask:
A.B.A

Unknown Origins:
Justice, Faust, Dizzy, I-No, Robo-Ky

China:
Jam, Baldhead

America:
Sol, Chipp, Johnny, Order Sol

Zepp:
Potemkin

About Japan

The spirituality of the Japanese people displayed anomalous reactions to supernatural energy, so they are thought to have some unique and special power. Justice must have seen this as a threat, as they were the first thing she destroyed.

Magic

The various "types" of power in the Theory of Magical Science are split into five major elements: Fire, lightning, water, wind, and ki. Fire, lightning, water, and wind are relatively common, but ki is at a somewhat higher level. Magic provides unlimited energy for people around the world, and since firearms have been banned, magic has become inextricably linked to fighting in all of its forms. Sol's Fireseal uses fire magic, while Ky's Thunderseal using lightning magic—though Ky appears to have command over all the elements of magic. Ki requires a high level of knowledge and skill to control, and can only be wielded by certain people, such as Kliff, Chipp, and Jam. The Japanese, however, seem to be born with the ability to control it...

Forbidden Curse

Magic as a system is comprised of 666 techniques, referred to as the Borrowed Laws of Heaven. Six of these are incomplete and banned from general use because they are dangerous. These are known as the Forbidden Curses. In other words, officially there are only 660 techniques in all publicized documentation of magic. The Forbidden Curses have been sealed, and also given intentional side-effects, such as corrosive damage to the user. In the games, Zato uses the Life-Eating Shadow, the fifth technique of Hell's Fall, and Millia uses Angra, the sixth technique. Both of these are Forbidden Curses. The Life-Eating Shadow robbed Zato of his eyesight, and created the beast Eddie, who also took over Zato's body. There is a theory that it was the Post-War Administration Bureau that provided Zato with his Forbidden Curse, but it is unclear what the Bureau's connection is to the curses.

Other Magic

Most magic fits into the fire, lightning, water, wind, and ki categorization system, but some high-level magic doesn't. The material displacement and spatial deformation abilities used by Dr. Baldhead and Faust are extremely rare, as they are very difficult to learn and control. I-No's ability to move freely through time and space is also an extremely powerful, rare kind of magic. Axl's ability to travel through time and space, though uncontrollable, is a function of his own will, not magic. In a sense, these abilities could be considered ki skills. May and Testament also use summoning magic during battle, which is another unique form. In Guilty Gear 2, some summoned servants use special magic to boost the strength of their allies.

Food

Aside from the decimated islands of Japan and part of the Korean peninsula, most cultures have continued into the future where Guilty Gear takes place, and food is of course no exception—although given that this is the future, some ingredients have gotten significantly more rare. Perhaps the biggest change is that many ingredients now come from animals we would consider mythical. For instance, one of the most popular dishes at Jam's food stand in China is her specialty: Grilled live dragon.

Food in Guilty Gear Seen In-Game

The most memorable is the grilled live dragon, Jam's specialty. It is made, as one might imagine, by grilling the meat of a live dragon, and is an extremely dramatic form of cooking. On Jam's stage, you can see her serving grilled live dragon. Since Jam's goal as a chef is to serve good-tasting food that satisfies her customers, one would assume that it tastes quite good.

Armies

The Sacred Order of Holy Knights was formed by the UN to counter the threat of Justice's Gear army, and is considered to be humankind's greatest fighting force. The Jellyfish Pirates, led by Johnny, are a band of chivalrous rogues, and therefore technically wanted criminals, but they seem to have a relatively friendly relationship with the International Police Force, as they often take on requests from them. Zepp also commands a powerful military from their sovereign airship.

Buildings

Because traditional technology has been abandoned, many buildings feel very simple, and almost feel as though they belong in the middle ages. Local culture gives each stage a great deal of character. In China, buildings use wood, while in Europe most are built out of stone. A.B.A's stage, the Flask, is sort of futuristic, while Ky's has a giant, gothic building.

ORGANIZATIONS

An overview of the many organizations that appear throughout the GG series.

Sacred Order of the Holy Knights

Commanders: Kliff, Ky

The Order was formed by the UN with the express purpose of providing a bulwark against the threat of Gears. They execute strikes on important targets, but also provide relief for victims of Gear attacks. During the later part of the Crusades, the Order was commanded by Kliff Undersn, who was then succeeded by Ky Kiske. It is public knowledge that the Order defeated and sealed Justice, and nearly everyone sees them as heroes. They were disbanded when the Crusades ended, but when it appeared Justice would once again become a threat, a tournament was held to recruit for a Second Holy Order.

Actions Per Title "GG"

Fought for years against Justice and her Gear army. Once Sol defeated Justice, they sealed her away in a dimensional prison.

"X"

After hearing reports of a surviving Gear, then-commander Ky travels to the forest of demons to locate this Gear, but was defeated.

"XX"

The actions of the larger Order are unclear during this period, as the story focuses on Ky's personal story in the console version.

"2"

The actions of the larger Order are unclear. The site of an old battle between the Order and some Gears was available as an optional download.

Positions in the Holy Order Commander

As the highest rank the Order can grant, the commander oversees the entire organization. Commanders must be warriors beyond compare, but must also have the charisma to inspire others to new heights of heroism. Experience and age take a back seat to these primary qualifications. Ky and Kliff have appeared in the series as commanders.

Captains

Seven captains command the seven large battalions known as Guardians, and give captains for the smaller platoons known as Angels. Guardians fill the bulk of the roles for the Order's fighting force, while Angels are those soldiers who excel at particular things.

Physical Attack Magic Strategy Support Relief

Basic physical attacks, such as swords or bows.

Magical attacks of all kinds. Teams are further categorized by element.

Command teams that analyze the enemy, develop tactics, and deploy other teams.

Provide support, i.e. logistics and communications, to other teams.

Provide care for injured soldiers. Unfortunately, reviving the dead is impossible.

Gears and That Man

Leader: That Man

The name and identity of the person who created the Gears has not yet been revealed. Known only as "That Man," he is responsible for anything that involves the Gears. Even Justice's rebellion was part of his plan. In Guilty Gear 2 he has the knowledge that allows Sol to enter the Backyard. His ultimate goals are unknown, but it seems clear that he has some greater scheme in the works.

Actions Per Title "Pre-GG to GG"

That Man turns Frederick into the first Gear, then later goes on to create Justice. She begins the Crusades, but is ultimately defeated and sealed away by the Holy Order.

"X"

Dizzy, a Gear who refuses to harm humans, appears in the forest of demons.

"XX"

I-No appears, and shows an interest in That Man's plans. Her actions are her own, however.

"2"

Dr. Paradigm, a self-aware Gear, and Raven, That Man's sidekick, are introduced.

That Man's Confidants Raven

A masochist who has an almost fanatical loyalty to That Man. He opposes Sol and his companions in Guilty Gear 2. Supposedly he was born in the Middle Ages in Germany, but the rest of his identity is shrouded in mystery. He first appeared in the novel Lightning the Argent.

I-No

I-No seems to have developed an interest in That Man's plans, although what kind of interest, exactly, is unclear. She has no loyalty to him whatsoever, and most of her "help" appears to be manipulating and removing people she thinks might become obstacles for him in the future. She doesn't hesitate to use her own unique powers for his benefit, but it seems like That Man isn't particularly happy with her...

Valentine

The Cause of the Disappearing Gears

Valentine was a mystery when she first appeared in Guilty Gear 2. She was a resident of the Backyard, but little else was known about her. Set on entering the Cube—a creation of That Man—she attacked Illyria in an attempt to acquire the Maiden of the Grove, who she believed was the key. After sealing Ky away, she changed her focus to Sin, his son. Rumors suggest that the Cube allows one to bend the world to their will, but what exactly Valentine hoped to do with it is unclear. She looked exactly like Sol's former lover and colleague, and is apparently not the only Valentine in existence.

The creatures she commands are called the Vizuel. Very little is known about them, apart from the fact that they are ugly and have some level of intelligence. As her servants, they can be summoned in-game.

ORGANIZATIONS CONTINUED

Jellyfish Pirates

Leader: Johnny

The Jellyfish Pirates travel the world in the May Ship, under the command of Johnny—master and successor of the sword style Phantom Hirofumi Style, Swallow-Moon-Blade. Except for Johnny, all the members of the crew are women. The public generally sees them as chivalrous thieves in the mold of a modern-day Robin Hood, but they are still technically wanted criminals. Nonetheless, Johnny has a wide network of friends with connections everywhere from the International Police Force to Zepp.

Actions Per Title

“GG”

After Johnny is accidentally thrown in prison, May signs up for the Second Holy Order recruitment tournament.

“X”

Johnny senses a lonely soul within Dizzy, and decides to welcome her into his crew.

“XX”

Dizzy joins the crew, and May is thrilled to have someone she can consider her younger sister.

“2”

Although they didn't appear in this entry in the series, the Jellyfish Pirates are all alive and well.

Post-War Administration Bureau

Main Force: Robo-Ky

A strange, shadowy organization with unclear goals and structure. Some say they were behind the Crusades, but there is no proof to support this. They are powerful enough to exert pressure on the International Police Force, and they seem to be interested in capturing people who can wield ki. The scientist who created Robo-Ky appears to be connected to them in some way, as mass-produced Robo-Kys are often used to carry out their will.

United Kingdoms of Illyria

King: Ky

The United Kingdoms is made up of twenty-plus governing bodies that cover most of Europe. Given the size and complexity, it has three kings, one of whom is Ky—elected based on his achievements as commander of the Holy Order and captain of Interpol. He is in the capital city when it is attacked by Valentine and her army.

International Police Force

Chief: Ky

A multinational organization that exists to maintain order across the globe. Many of its members are former soldiers in the Holy Order, which tells one a great deal about the power it wields. In fact, after leaving the Order, Ky Kiske became captain of Interpol. They often cooperate, albeit somewhat clandestinely, with the Jellyfish Pirates.

Zepp

President: Gabriel

Zepp is a nation built by people who disagree with the rest of the world's rejection of non-magical technology. Their “country” is a gigantic airship that travels the skies of the planet. They were once an imperial state, but following Gabriel's coup, their system of slavery was abolished and the nation became somewhat more democratic. Their powerful military remains a significant threat in the eyes of other nations, but Gabriel is hard at work cleaning up Zepp's political house.

Actions Per Title

“GG”

Potemkin, a slave soldier, is sent to participate in the Holy Order recruitment tournament to win territory for his nation.

“X”

Potemkin receives a secret mission from the president to protect and bring back the mysterious Gear with the bounty.

“XX”

Dizzy, the Gear Potemkin had been sent to acquire, is taken by the Jellyfish Pirates. Gabriel says nothing.

“2”

Although they don't appear in the story, Zepp, Potemkin, and President Gabriel are alive and well.

Ganymede

Leader: Dr. Paradigm

A series of isolated islands inhabited by self-aware Gears. The city there was built under Dr. Paradigm's guidance, and is part of his plan for he and his fellow Gears to avoid any contact with humanity. Most of the more humanoid Gears left because how strict his rules were.

Southern Island of Isene

Ruler: Raymond

The setting for “Guilty Gear: Judgement,” a side story in which a scientist named Raymond attempts to create a living weapon greater than a Gear using the people of Isene. Raymond is devoured by Inus, the king of the underworld, which ultimately grants him incredible power. Raymond seems to have known about Justice.

Destroyed Organizations and Nations

Assassin's Guild

Originally founded by Slayer as a way for him to obtain the blood he needed, he also intended to use it as a way to bring justice to those to whom the law could not touch. He retired after meeting the ageless Sharon, and Zato-ONE became their next leader. Even after Zato was betrayed by Millia Rage and arrested, he was able to give orders from inside his dimensional prison. With Zato's death, however, the Guild seems to have fallen apart...

Japan

Japan was wiped off the map by Justice because of her fear of the special abilities of its inhabitants. The few remaining Japanese expatriates are under the protection of the UN, but not all of them are pleased with that arrangement.

RACE

The World's Inhabitants

The world of GG is home to many creatures apart from humans. They range from cute animals, to Gears that were created to be living weapons, to monsters most think exist only in myth and legend, to spirits and ghosts. Here are a few of them.

Life and its Distribution

Many humans survived the Crusades, although for a time it seemed that was in doubt. Humans live across the surface of the entire planet, although with things like birds, dogs, and cats—animals anyone is familiar with. But there are also dragons, mysterious titans, fairies, and horrifying otherworldly monsters, though their habits and behavior are unknown.

Gear

Gears are an artificial race of creatures that were created to be weapons of war. They have no emotions. During the Crusades, all Gears apart from Sol fell under Justice's control. Even after her death, the UN maintains a zero-tolerance policy toward Gears, as evidenced by the bounty on Dizzy—a Gear who refused to hurt humans.

Humans

Humans sacrificed much during the war against the Gears, but they returned with a vengeance. One need only look at the playable characters in the Guilty Gear series to see that humans comprise the vast majority of sentient beings on the planet. With the discovery of magic, most humans abandoned other forms of technology and now live in a society based off of unlimited magical energy.

The Backyard

The Backyard is another world of sorts, comprised entirely of pure information, much of which can have a direct impact on the "real" world. Izuna and Valentine are both native to the Backyard, but whether or not they are human in any meaningful way remains a mystery.

Monster

Many creatures we might consider legendary or mythical appear in the world of Guilty Gear. Slayer—a vampire who drinks human blood—would likely be on that list. The dragon in the China stage, the chained monster in the Nirvana stage, and the fairies and giant insects on the Verdant stage are all good examples of this as well.

Forbidden Beast

Eddie is the only known Forbidden Beast. In the first game, Zato used Eddie frequently in battle, and his shadow abilities were part of the Forbidden Curse. In Guilty Gear X, their relationship was reversed: Eddie took over the body of his former host, who had died. Eddie has both intelligence and emotion, and seems to be—at least mentally and emotionally—equivalent to a human.

Other

There are many other forms of life beyond the ones detailed here. A.B.A., for instance, is a homunculus created through research into supernatural energies. Her weapon, Paracelsus, is a demonic axe that can speak the human language. I-No's hat seems to be some sort of creature from the underworld that is traveling with her because she took a liking to it. Although they might not technically be a form of "life," there are also ghosts—such as S-Ko, who haunts Zappa—and robots like Robo-Ky.

ARMS

This section will discuss the weapons used by characters in the series. Just as battle styles vary, so do weapons. Each one represents the character in their own way. Several of them have very detailed designs, so while you look at them, consider how they reflect the character that wields them.

Weapons Types

In the world of Guilty Gear, the possession or production of firearms is strictly prohibited, so most people fight with melee weapons. Not everyone, though: Zappa fights with the ghosts that haunt him, and A.B.A.'s weapon is also itself a living creature. The only rule is pushing your own abilities as far as they'll go, so many people just fight with their bare hands.

Sacred Treasures

To give humans a fighting chance against the power of Gears, Sol created a superweapon called the Outrage. Unfortunately it proved too much for any one human to handle, so he split it into eight separate weapons. These are what came to be known as the "sacred treasures."

Each one of the sacred treasures is a tremendous source of power, but normal humans could never hope to tap into that. It appears that only people with a strong affinity for magic can command all the power they have to offer. So far, six sacred treasures have been named. Of those six, only three are in use: The Fireseal, which Sol took from the Holy Order, the Thunderseal, which was given to Ky after he joined the Holy Order, and the Zessen, which Anji claims to have "just found." The UN has the Flashing Fang, Ekitoku, and Kojouhaku in their custody. The other two unnamed weapons are still a complete mystery. The Fireseal can amplify fire magic, and the Thunderseal does the same for lightning magic.

Fireseal

The UN held the Fireseal until Sol took it as he left the Order. Although it looks sort of like a sword, it has essentially no edge, and Sol uses it more like a blunt weapon. It can amplify the fire magic of whoever wields it.

Thunderseal

The Thunderseal was granted to Ky by the UN after he joined the Order. In appearance it is similar to an arming sword, though it lacks the usual cross-guard. The Thunderseal can amplify the lightning magic of its wielder. It is the only one of the sacred treasures to be given to someone by the UN.

Zessen

Anji claims to have found this sacred treasure somewhere. Ishiwatari says there is a story behind how he actually came to possess it, but whether or not that will ever be explained is unclear. The weapon itself is fan-shaped. Beyond that, little is known about it.

Bare Handed Fighters Jam

Jam uses a style based on Chinese boxing, although she is self-taught. She is a master of ki magic, which is notoriously difficult to learn. Despite her small stature, Jam is an extremely powerful martial artist.

Potemkin

At 258 cm (~8.46 ft) tall, and weighing in at 1212 kg (~2672 lbs), Potemkin seems almost superhuman, and he makes full use of his tremendous size in battle. His fists hit like cannonballs, but he is also an accomplished grappler.

Slayer

Given his vampiric nature, it is only natural that Slayer has powers that transcend humanity. Some of his attacks involve the consumption of blood, as they should, but most of his style is manly and fist-based.

Weapons Other than the Sacred Treasures

The sacred treasures represent only a handful of the weapons from the universe of Guilty Gear. Here are some of the others.

Dragonslayer

Kliff's legendary sword, also called the Dragon Killer. It was given to him by the Order, and amplifies his strength in battle a hundredfold when used with ki magic.

Blade

Chipp wields traditional ninja blades. His battle style consists of ki magic and ninja techniques. His blades are used as auxiliary weapons in close combat.

Anchor

May's incredible strength allows her to heft this massive weapon. Watching her swing it around with ease makes one wonder just how strong she really is.

Yo-Yo

Bridget first picked up the yo-yo as a hobby to occupy his time, and to show that he was happy. By now, however, he's trained enough to be able to employ it during battle to execute high-level techniques.

Kusarigama

A pair of small scythes on chains that Axl taught himself to use. His style is odd, but in combination with his fire magic it is undeniably effective.

Hair

Millia's hair responds to her will, and she was trained in its use from a young age by the Assassin's Guild.

Cue

Venom uses a pool cue, although not directly: He uses it to as part of several pool-based attacks.

ARMS CONTINUED

Firearms

Since firearms have been outlawed the world over, they appear only rarely—Zepp is the most likely place to find one. With their focus on non-magic science, Zepp is home to a number of futuristic machines, and that includes impressive projectile weapons. Robo-Ky is another extremely special case. Rumors say it was developed under orders from the Post-War Administration Bureau, which remains largely a mystery. Just what their connection is to pre-magic technology could prove interesting...

TERMINOLOGY

Universal Will

A will so strong it can alter the laws of the world created by God, such as evolution. That Man hypothesized that many strange events in the history of evolution, such as the sudden extinction of a particular species, were a result of the Universal Will exerting itself. In Guilty Gear 2, Valentine is said to have been created by it, but for what larger purpose is unknown.

Conclave

A mysterious organization that controls the UN, first described in the design documents for Guilty Gear 2. They were responsible for Ky's election to the position of King in Illyria. Their hope was to control him as well.

Cube

A section of space That Man carved out of the core of the Backyard. It is said that from within one can bend the world to their will, which is why Valentine is so determined to enter it. Sol managed to acquire the spell to unlock it, but being the lazy guy he is, he just destroyed the door and made it inaccessible instead.

Eye Patch

Ky's son, Sin, wears an eye patch over his right eye when he appears in Guilty Gear 2. It hides his family's deepest secrets, and he gets very upset if anyone touches it. When he was younger, touching it was enough to cause him to lose control of his powers.

Dimensional Prison

A pocket dimension created through the combined power of the Order. It was used to hold Justice after her final encounter with Sol during the Crusades. It was clearly the product of incredible magics, but Justice and Testament were able to destroy it.

Jellyfish Pirates

A crew of pirates who fly around the world in their airship, the May Ship. Master swordsman Johnny is their captain, and they operate under the classic "steal from the rich and give to the poor" directive, making them heroes to the common people. Although technically wanted criminals, they seem to be on friendly terms with the International Police Force, who often turns a blind eye to their activities. Johnny recruits his crew members from war orphans, so that they can have a loving family—as he himself was once such a lonely orphan. Apart from Johnny, all the Jellyfish Pirates are women.

Janis From January, the first month of the year. She looks like a black cat, but she's still part of the crew.

Febby From February, the second month of the year. A pretty blonde girl.

March Her name comes from March, the third month of the year. A crybaby.

April From April, the fourth month of the year. Friends with May, and appears in her victory cutscenes.

May Please see p. 6 for more information.

June From June, the sixth month of the year. Always seen holding an object that looks like a sextant.

July From July, the seventh month of the year. She's missing an eye, and looks more like a fighter than the rest of the crew.

August From August, the eighth month of the year. Her tan skin makes her look like she might be more outdoorsy than the rest of the crew, but she's actually very quiet.

Sephy Her name comes from the month of September. She is the Mayship's janitor, and is often seen with mop.

Octy From October, the tenth month of the year. Her eyes seem to be mostly covered by her bangs.

Novel From November, the eleventh month of the year. She's often seen with wrenches and other tools. Is she the engineer?

Dizzy Please see p. 22 for more information.

Johnny Please see p. 19 for more information.

Leap From "leap year." The head chef and key to May's instant kill.

FURTHER INFORMATION

May

Pirates: Officially (at least as officially as pirates get), they are known as the Jellyfish Pirates. Their airship is one-of-a-kind, and they think of themselves as swashbuckling chivalrous thieves, although the United Nations takes a decidedly dim view of their actions. The ship is called the May Ship, which indicates just how important May has become to them.

Japanese: The first nation to fall before Justice was Japan, possibly because its population contained an especially large number of people with supernatural potential. Since the destruction of their country, the Japanese have found themselves detailed and studied by nations across the globe, all hoping to learn their secrets. May is rather powerful herself: In addition to her incredible strength, she can also warp space to summon her friends in battle. Some consider this to be the ultimate magical skill.

Johnny: Everything May does, she does for Johnny. If he were weighed against the entire world, the scale would always tip towards Johnny. Although even May herself admits that he shows no interest whatsoever, she refuses to be discouraged and has pursued him across every game in the series.

Kliff Undersn

Ki: Kliff uses Ki in many of his super moves. Unlike other magic, which is complicated and largely mathematical, Ki is felt rather than known, and often involves the manipulation of the elements. Kliff was the first Ki user in the West, and even learned to use it to rejuvenate his aging body.

Dragonslayer: A holy sword given to Kliff while he was serving with the Order. It is said to be made from the scale of a dragon. Although it isn't one of the sacred treasures, Kliff has used it to defeat countless Gears. Originally it had a longer haft, much like a spear, but it's said that as Kliff aged and his body shrunk, he trimmed the haft to make it easier to use.

Testament: Kliff's adopted son. He enlisted to prove himself to his father, but became embroiled in a political conspiracy and was turned into a Gear. He was under Justice's control during Kliff's final battle with Justice, but struggled to resist as a final show of devotion to his father.

Potemkin

Zepp: When the rest of the world denounced scientific technology, blaming it for environmental and social ills, one group of people disagreed, and founded their own nation atop a gigantic airship: Zepp. For years they were an aggressive, militaristic nation feared the world over, but

after a successful revolution, they have become a peaceful democracy. This change is not common knowledge yet, however, so many still fear the mysterious nation of Zepp.

Gabriel: Potemkin's superior since his time as a slave soldier. After his successful coup, Gabriel was elected president and began to work toward fully democratizing his new nation. Though he is small physically, his skill at martial arts surpasses even Potemkin's, and in the novel he forced Chipp to surrender with only a single attack.

Bomb Collar: A device placed on slaves to prevent escape. After the events in Guilty Gear X, Potemkin was equipped with a similar device which helps to restrain his excessive strength. Ishiwatari says that as Potemkin's strength continues to increase, eventually his entire body may have to be covered with a restraining device.

Axl Low

Time Travel: The cause of Axl's temporal jaunts is still unknown, but it seems it has something to do with the existence of a person who is "equal" to him. According to Ishiwatari, Axl's "equal" is someone quite unexpected, and not who many fans think. Unless Axl's time traveling ends, he will remain ageless.

Megumi: Axl's girlfriend from 20th century England. His entire motivation for returning home is to see her again. Although he seems rather cavalier most of the time, when it comes to returning to Megumi he can be quite serious.

Kusarigama: Axl's partner since his early childhood. With this weapon and his innate superhuman physical reflexes, it is said that he doesn't even fear bullets. Somehow, he also understands how to use fire elemental magic without ever actually learning. Whether these abilities are related to his time-traveling or ageless body are unknown, however.

Zato-ONE (Eddie)

Assassin's Guild: Often simply referred to as "The Guild," it is a group of assassins that operates in the shadows of every country. Many of its members wield powerful and deadly abilities in battle, and years of hard work and violence have given the Guild influence even over national leaders.

Hell's Fall, Fifth Technique: Life-Eating Shadow

Spell: One of the Forbidden Curses controlled by the Guild, who considers them too dangerous to use. Magic spells that have been given a usable form but then sealed away because of the danger are referred to as Forbidden Curses. Though the Guild owns some, there are many more that exist all across the planet.

Eddie: When Zato demanded too much of his curse, it spiraled out of control, creating Eddie. He is self-aware and has emotions similar to those of a human, but in truth he is a weapon created by extremely advanced magic. He was not originally designed to have or develop a personality, and in

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fact was supposed to die after draining its host of life. However, though Zato apparently died in XX, it has been suggested that he may only be in a "state of death," and Eddie may not have yet reached the end of his life.

Chipp Zanuff

Tsuyoshi: A Japanese assassin who belonged to the mafia and was sent to kill Chipp, who at the time wasn't exactly a difficult target. He was a master ninja. He chose to leave the mafia in order to save Chipp and teach him to fight. In the novel it is revealed that Tsuyoshi was actually an undercover Interpol officer, but why he put himself in danger for Chipp is still a mystery.

Ninja Skills: Chipp's techniques are those of the legendary ninja, and were taught to him by his master. For the most part, they use Ki elemental magic. Unlike other systems of magic which require extensive training in mathematics and theory, Ki is often used intuitively—with the proper training. There are some who would very much like to study Ki users like Chipp.

Erica: The president of Nation A, and a beautiful woman. Though her term was short, she brought revolutionary political change to her nation. Although she appears only in the novel, Ishiwatari says that she helped focus and cement Chipp's desire to become president, and he will continue to pursue that goal as the story moves forward.

Dr. Baldhead

Medical Skills: Many of his skills are the result of extreme physical training, such as stretching his neck, but others are somewhat more magical: He can, for instance, summon an operating table from thin air, which requires material displacement and spatial deformation—some of the most powerful and complex magic known to humankind. Most people would struggle to even comprehend, much less use, such magic, but Dr. Baldhead's genius mind has little trouble bending the forces of the universe to his will.

The Girl: Her death on his operating table was enough to completely transform Dr. Baldhead's personality. As he fought his way through the tournament, however, his memories began to return, and among them were memories of her. Wracked with guilt, he began to believe he could hear her voice, beckoning him...somewhere. Whether it was actually her voice or only a hallucination is a mystery.

Scalpel: A giant surgical knife over 2m in length that Dr. Baldhead has had since his murder spree. In the original concept for GG it was named "Margarita."

Millia Rage

Hell's Fall, Sixth Technique: Angra: One of the Forbidden Curses owned by the

Guild, which gives the cursed the ability to turn their hair into many things, such as needles, blades, or even wings. This curse is what makes Millia's hair long: Her original cut was much shorter. It is much more stable than Eddie, and has a low chance of destroying or consuming her psyche.

Zato: Millia and Zato-ONE were more than just teacher and student: They were lovers. When Millia chose to leave the Guild, however, she also chose to betray Zato. According to Ishiwatari, she made this decision after a great deal of thinking, and decided that she didn't want to keep hating what she hated, and the only way out was Zato's betrayal.

Assassin's Guild: Millia's former home and now greatest enemy. They have continued to send assassins to kill her throughout the series. In the game, if Millia's opponent was connected to the guild in some way, a unique piece of music would play during the fight.

Testament

Kliff: One can only imagine how Kliff's heart broke when he was forced to fight his own son. Testament himself has lost none of his affection for his father, and all of the animosity he displayed toward him was a result of Justice's control over his mind. In Guilty Gear, during the final battle between Justice and Kliff, Testament weakens Justice in one last attempt to help his father.

Sol: It wasn't anything Sol did personally to Testament that earned him the enmity Testament now holds. Kliff had revered Sol in his youth, and as Testament felt similarly about Kliff, it was only natural that he would develop some sort of twisted resentment for Sol.

Succubus: A creature from another dimension, summoned by Testament using his Gear powers. The theory behind the summonings Testament executes is explained in discussions about the Backyard in Guilty Gear 2: Someone can be summoned multiple times so long as the information to create it exists in the Backyard.

Justice

Original Body: Justice's original body was that of a human woman, who gave birth to Dizzy before she was converted. This is why Dizzy calls Justice "Mother" in the story mode of the console version. Just who Justice's original body was is a mystery.

Gear Project: Supposedly the creation of Justice was the culmination of That Man's Gear project, but judging from his behavior in the story that follows, it seems that Justice was only one part of a grander scheme. Her Gear cells become very important in Guilty Gear 2, but That Man apparently predicted that as well.

Gear Control: Justice has the ability to completely dominate and control all other Gears. This includes Testament and, if she were to be brought back, Dr. Paradigm as well. Sol was a prototype Gear, created before Justice came into being, which makes him immune

to her influence. This discovery came as a shock to Justice, and was the mistake that led to her capture and dimensional imprisonment.

Baiken

That Man: He took away everything that was ever important to her, and now she lives for nothing but revenge against him. Her plans for the world and for Gears are irrelevant. Her single-minded hatred doesn't extend to Gears, as her conversations with Dizzy and Testament show. Instead, she simply groups them together with other strange people, like Faust.

Prosthetic Arm: Baiken's missing arm has been replaced with a prosthetic containing several weapons. The prosthetic and her katanas have no special significance, but she's still able to go toe-to-toe against Forbidden Beasts or Gears—presumably thanks to her self-taught fighting style and single-minded, implacable hatred of That Man.

Tatami Gaeshi: One of Baiken's moves allows her to summon a Japanese straw mat known as a "tatami" from nowhere. This isn't her most powerful move, just one of the magic abilities she employs. Her magic would be classified as Ki, and she appears to have innate knowledge of summoning.

Faust

Dr. Baldhead: By looking at his past, appearance, skillset, and Ky and May's hints, many people have come to the conclusion that Dr. Baldhead and Faust are one and the same. This has never been clearly stated in the main story, however, so the truth remains a mystery. When asked, Ishiwatari refused to give a clear answer, preferring to leave each person to imagine their own answer.

Material Displacement: Faust has many skills that make himself and other objects appear out of thin air, such as his pre-battle entrance scene. This was explained in detail in the novel: It is a powerful form of magic called material displacement and spatial deformation, which can only be used by one who has mastered the magical elements. He may seem strange and possibly insane, but he has one of the greatest minds in the world.

Paper Bag: The design for the iconic paper bag came from a staff member who saw Ishiwatari sleeping under his desk. They drew a picture of him and said "this is your future (a naked homeless man wearing a paper bag)." Ishiwatari thought it was brilliant.

Jam Kuradoberi

Kempo (Fist Combat): Although Jam isn't officially a master in any particular school, anyone who has played the game knows how destructive her kempo can be. She even seems to have mastered some Ki magic. Her kempo is so devastating that even Slayer mentions in the story that she might be able to destroy him. Jam doesn't seem

to care, however.

Beautiful Young Men: Jam is utterly spoiled and self-centered, but her one weakness is pretty men. When fighting Ky she often shouts out offers of employment. She was never confused as to Bridget's gender, and in fact told him to "come back in 5 years." Speaking of which, Guilty Gear 2 is set about five years after the events of Guilty Gear XX...

Can of Oolong Tea: For reasons known only to Jam herself, she uses an empty can of oolong tea to keep her hair in place. She used to use a normal aluminum can, but it kept getting crushed during fights, so she switched to a steel can for Guilty Gear XX. She has two cans that she washes and re-uses, since she's environmentally conscious, and also has a magnet that keeps her hair in place.

Johnny

Pirate Captain: Johnny is the founder and captain of the Jellyfish Pirates. Except for him, all the other crew members are women. He seems to feel a certain responsibility to all women, everywhere, which may explain the gender breakdown of his crew. The Jellyfish Pirates aren't your run-of-the-mill cheerful rogues, and have connections in places that are high, low, and everywhere in between—from Interpol to the Assassin's Guild. Johnny struggles to maintain neutrality with all parties, which can make for amusing conflicts with his own fierce commitment to individualism.

Hirofumi Style: The style of iaido (sword-fighting) that Johnny uses. He learned the style from his master, Hirofumi Unchou. The true power of Hirofumi Style is displayed in Johnny's super move, Mist Finer. May's move of the same name is just her own imitation: Johnny has not actually taught her how to do it.

Relationship with the Japanese: In one of the "What-If" stories in the console version, Johnny is shown as an important figure who is aware of the conspiracy affecting the Japanese people. The story also discusses May's birth, and suggests there is a reason why Johnny adopted her. This story is not established canon, however—unless it appears in a sequel at some point.

Anji Mito

Mai (Dance): Anji's fighting style incorporates the movements of Japanese dance and centers around reversal moves that make use of the enemy's attack. According to Ishiwatari, the attempt to reflect this in the in-game animation was a failure. Perhaps if Anji appears in a future game, we will see a perfect form of Mai.

Zessen: Just like the Fireseal, Zessen is one of the sacred treasures known together as the Outrage. It commands the element of wind. According to Ishiwatari, Anji just picked Zessen up somewhere. There do not seem to be any

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plans to elaborate on that story.

That Man: Anji's motives in the arcade version of the game are unclear. In the canon version of events leading up to Guilty Gear 2, and in several of the "What-If" stories, Anji presents a theory that Gears are not intended to be weapons, but in fact part of a plan to strengthen humanity. He has explained this theory to That Man and it was not refuted. If Anji's theory is indeed part of the canon storyline, then it could suggest something very important...

Venom

Survival of the Guild: The Assassin's Guild suffered a nearly mortal blow with the loss of Zato, but Venom rose to the occasion and thanks to his leadership they have managed to survive past the events of Guilty Gear XX. According to Ishiwatari, under Venom the Guild was reorganized into something closer to a crime syndicate, and developed enough economic clout to prevent nations from cutting ties with them.

Billiards: Venom's billiards-based attacks are not the result of a forbidden curse, but is instead a technique he developed on his own. It was not a fast or easy process, but he refused to give up. As you can see in his victory scene against Bridget, apparently he once tried using yo-yos as a weapon as well.

Balls: His seemingly endless supply of billiard balls is made possible by magic. Most of the skillful fighters in this era use some manner of magic to supplement their martial skills.

Dizzy

Half-Gear: Dizzy is something of a miracle—the result of a union between a human and a Gear. In the console version she refers to Justice as "Mother," making it clear where the Gear portion of her ancestry originates from, but her father is still a mystery. Perhaps this question will be answered as the story moves on past Guilty Gear 2, since Justice and her Gear cells have taken on additional importance.

Necro & Undine: These are the names of Dizzy's wings, and both wings have very distinct personalities. Since Dizzy is only half Gear, her Gear instincts have manifested in her wings and act as a sort of autonomous defense mechanism. While Necro is very aggressive, Undine has a much more pleasant personality. They do not get along, and can often be seen arguing.

Forest of Demons: This is the commonly-used name for a section of the forest that humans avoid because it is said to be the home of a Gear. Testament continued to live there

after Dizzy left, so technically a Gear does still live there. In the drama CD, Dizzy comes back to visit.

Slayer

People-Watching: According to Ishiwatari, Slayer's hobby is more about trying to answer vast philosophical questions—such as the necessity of war—through observation of human behavior. Since Slayer enjoys people-watching, it could be said that by extension he likes people. If humanity were ever in danger of being completely wiped out, he would likely mutter "That sounds dreadfully boring" and then go and save them.

Sharon: An ageless, death-less woman who cannot be turned into a vampire. When asked about this mystery, Ishiwatari said she is just a human with physical idiosyncrasy, which means that perhaps there is a bug in the information contained in the Backyard, as mentioned in Guilty Gear 2. In other words, like Axl and Raven, she is an anomaly that exists outside of time and death.

Haiku: Next to "dandyism," this is the word that best describes Slayer. When he performs an instant kill, he will read a randomly-generated haiku. In some cases, it may actually sound as though it means something.

I-No

Time Travel: She has the power to rewind time for the entire world. If the events in the drama CD are canon, then the current version of the Guilty Gear world exists because I-No rewound time. "She sees everything as beneath her," says Ishiwatari. "For example, when Ky says 'God will not forgive you,' she finds it incredibly amusing."

That Man's Plan: I-No has little interest in That Man himself, but his scheme intrigues her. That may be why she agrees to do what he wants, but in the console story, That Man himself appears to stop her from going out of control.

Boss Version: I-No's sultry speech changes drastically when she appears as a boss. According to voice actress Kikuko Inoue, "She is the scariest role I've ever played. I've never said such abusive words before, and I'll probably never have a chance to say them again."

Zappa

S-Ko: The ghost of a woman betrayed by her lover, who became so broken-hearted that she threw herself off a waterfall. She was supposed to haunt her lover and get revenge, but ended up haunting Zappa instead, as he happened to look exactly like the man who'd betrayed her.

Ghost: Ghosts and other spiritual beings in the world of Guilty Gear can be explained with the theory of the Backyard from Guilty Gear 2: Even if the physical body is lost, the information of one's ego remained in the Backyard, and in some cases that information can manifest in the real world. There is something about Zappa that causes him to attract spirits, of which S-Ko is only one. The identity of the dog and sword spirits is still a mystery, but

Raoh is clearly the spirit of an ancient warrior.

Muttering to Self: Zappa often blurts out things during battle, although what he says often doesn't make any sense—like "enlightenment education." Perhaps the idea is to unsettle his opponents, but the success of that strategy is up for debate. It might be difficult to listen to him closely during a fight, but I strongly suggest you do.

Bridget

Bounty: When Bridget first set out on his journey, his goal was capturing Dizzy and collecting the bounty on her, but at the end of Guilty Gear X it was Jam who went home with the money. At the same time, Dizzy joined the Jellyfish Pirates and effectively disappeared. There are still some bounty hunters out searching for Dizzy who don't know that the situation has been resolved.

Roger: A teddy bear who can speak and move. When asked about it, Ishiwatari replied that he was similar to S-Ko in that he was a ghost-like being who possessed a teddy bear, and by settling into it became a sort of tsukumogami (a Japanese spirit that possesses old things). Judging from his pretentious speech and behavior, one might guess that Roger is an ancient warrior, like Raoh.

Actually a Guy: The moment his gender and background story were announced, there was a great deal of surprise from fans. When playing the game, one would likely think Bridget was simply a young woman. Many people who played primarily as Bridget were among those surprised by the revelation of his gender.

Robo-Ky

Professor: The scientist who created Robo-Ky. Although one might assume he would be some kind of father figure, Robo-Ky insists on referring to him as "useless," and clearly has little respect for him. Robo-Ky desperately wants his independence, but until he can figure out another way to get his regularly scheduled maintenance, he can't cut his apron strings.

Hercules Engine: Robo-Ky's current motor. This dream-like engine in which magic power is derived from the movement of a Hercules beetle, a very rare creature, is very hard to mass-produce due to the rarity of its core.

Tangerines: The central part of Robo-Ky's episode on the drama CD. When Robo-Ky reads an ancient Japanese text called "Summertime Friends," it learns the shocking fact that one can generate electricity by connecting tangerines together in a series. Robo-Ky planted a grove of tangerine trees, presumably in an attempt to free himself from his creator, but ultimately left the grove to its robotic siblings. Perhaps there is more in that head than proverbs and wife candidates...but probably not.

A.B.A

Flask: A research laboratory stuffed with incredible technology, and the place where A.B.A was created.

Nothing is known about this facility, or the doctor who created A.B.A, and it has no connection to any other existing characters. As for the laboratory's story, Ishiwatari says that there is one, but it doesn't relate to the main story.

Paracelsus: Once a stone axe from the Crusades, the real name of this creature is Flament Nagel. Its true power is unleashed when it drinks blood. At some point, however, it drank too much blood, and transformed into an enchanted axe that developed its own ego. He developed a reputation as a blade that was always bloody, and eventually found himself abandoned on the battlefield. Paracelsus hoped that after A.B.A found him he would be able to fight again, but unfortunately most of his time is spent being treated like some kind of strange pet, so he's desperately searching for a new wielder.

Paracelsus's Voice: It's a well-known fact that Paracelsus is voiced in the arcade version by Mori, the director, but some people wonder why. According to Ishiwatari, there weren't many voiced lines for Paracelsus, so they asked Mori to do it. In fact, there's an Arc System Works tradition of employees voicing characters.

Order-Sol

Fire Magic: Although Sol didn't have the Fireseal when he was part of the Holy Order, he was still able to use fire magic in combat. This was due to his understanding of magical theory, which one would assume is expansive, given that he created the Outrage. According to Ishiwatari, Sol has mastered many types of magic, but he tends to use fire the most.

Sacred Order of Holy Knights: For a nigh-pathological loner like Sol, the choice to join something like the Holy Order seems an odd one, but it seems he was willing to do so in exchange for information and...something else. There is history between Sol and the Order that eventually led to his decision to leave, but also motivated his decision to join. Perhaps in the future, this story may be elaborated on. In one episode of the drama CD, Sol becomes the leader of the Holy Order after Ky dies in battle, but after he takes the reins the Order falls apart.

Improvised Weapon: It appears to be a slab of stone held together with something like rebar, and with cloth crudely wrapped around the hilt. Its appearance matches Order-Sol's approach to battle, which is aggressive and largely formless rage—even more so than after he acquired the Fireseal. His attacks have impressive range and devastating power, but he is left defenseless after executing them.

Sin

Maiden of the Grove: Sin's mother. She is half-Gear, and about 8 years old. Apart from the fact that she has Gear cells from Justice's lineage, just like her son, little is known

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about her. Now that Dr. Paradigm is in a position to conduct some research, however, perhaps more about her will be revealed soon.

Lightning Magic: Sin is considered by most to be rather stupid, so there seems to be no Earthly reason why he should be able to use lightning magic—one of the most complex and difficult-to-control forms. According to Ishiwatari, the magic Sin uses is not the sort most people are familiar with in the Guilty Gear universe, but instead a special innate ability, given to him by his mother's blood.

Flag: In a short story included in the design documents, Sin proclaims that he wants a weapon that is manly and unique, to which Sol responds "Then go wave a flag." Perhaps this is the reason for his choice of weapon.

Izuna

Yokai Friends: The servants Izuna summons are all Japanese spirits. They are beings of another world who exist in the Backyard, and thus their nature is entirely different from that of the servants Sol summons.

Hybrid Dialect: A language that comprehensively combines the linguistic information from Japan, where Izuna was born. His birth story—the folktale which we think is his birth story—is explained in detail in a short story in the design documents.

Local Fried-Tofu Tasting: As everyone knows, in the world of Guilty Gear, Japan no longer exists, which one might be forgiven for thinking would make this particular hobby impossible. Ishiwatari tells us, however, that Izuna just travels from colony to colony to sample the offerings there. He doesn't care for the sweet flavor they have in America. "If there's no fried tofu, then I'm sure he just satisfies his cravings with inari-sushi," says Ishiwatari.

Dr. Paradigm

Water: Dr. Paradigm cannot survive without water. This is because, in his early stages, he was a frog. According to Ishiwatari, "Gears were useful in many places, including underwater."

Assistant Bonnie: An artificial life form like A.B.A. who assists Paradigm—even in-game. Her sisters Bunnie and Bennie appear in a short story in the design documents.

Hates People: Dr. Paradigm has often felt that he would care very little if all of humanity somehow died out. In the conclusion of Guilty Gear 2, however, he established an alliance with Ky. Perhaps his views are beginning to change...

Valentine

Lucifero: Although in-game he's only referred to as Valentine's companion, in a short story he is revealed to also be a native of the Backyard. Beyond that, however, he's a mystery.

Servants: The servants she summons are all created intentionally. Unlike Sol and his companions, who extract the information from the Backyard, she is able to create her servants from nothing—which goes to show just how unique and strange she is.

Mother: The entity who gave birth to Valentine, who That Man calls the "Universal Will." That Man theorized that she could intervene in various events and change their outcome, but was not quite what one would consider a god.

Raven

Ageless & Deathless: His shocking past is revealed in one of the design document's short stories, but perhaps the most important part of it is that he was born with his deathless body. His aging halted the first time his body recovered from death. The short story includes a cryptic description of a cylindrical space, but what that is, or what it means, is still a mystery.

That Man: Why is Raven so loyal to That Man? We asked Ishiwatari, and his explanation was this: Raven has been alive for so long that the overriding theme of his life had become boredom. That Man was able to inspire him and offer new stimulation, and for that he is extremely grateful.

Axl: According to Ishiwatari, there is no proof behind the theory that Raven and Axl are the same person (see Axl's section), so his indestructibility isn't caused by leaping through time.